DREAMS AND MACHINES™

PLAYER'S GUIDE

MODIPHIUS® ENTERTAINMENT

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Kari's Journal, Part One

DREAMS & MACHINES PLAYERS GUIDE

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DREAMS AND MACHINES™

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This one is a prize for the best at dreaming

I found these growing on the Grand Hyloft River bed

This one smells like metal

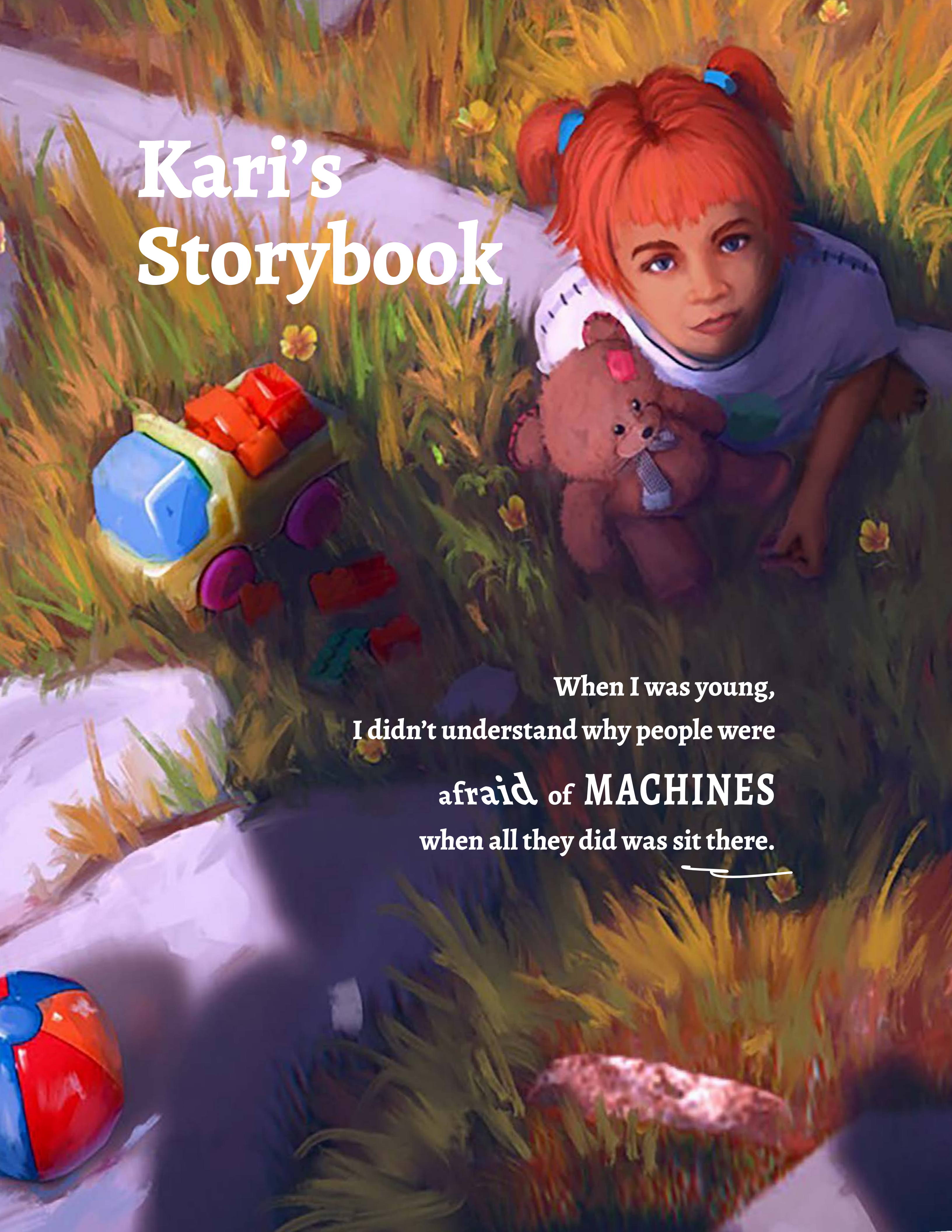
CHAPTER 3

INTRODUCTION

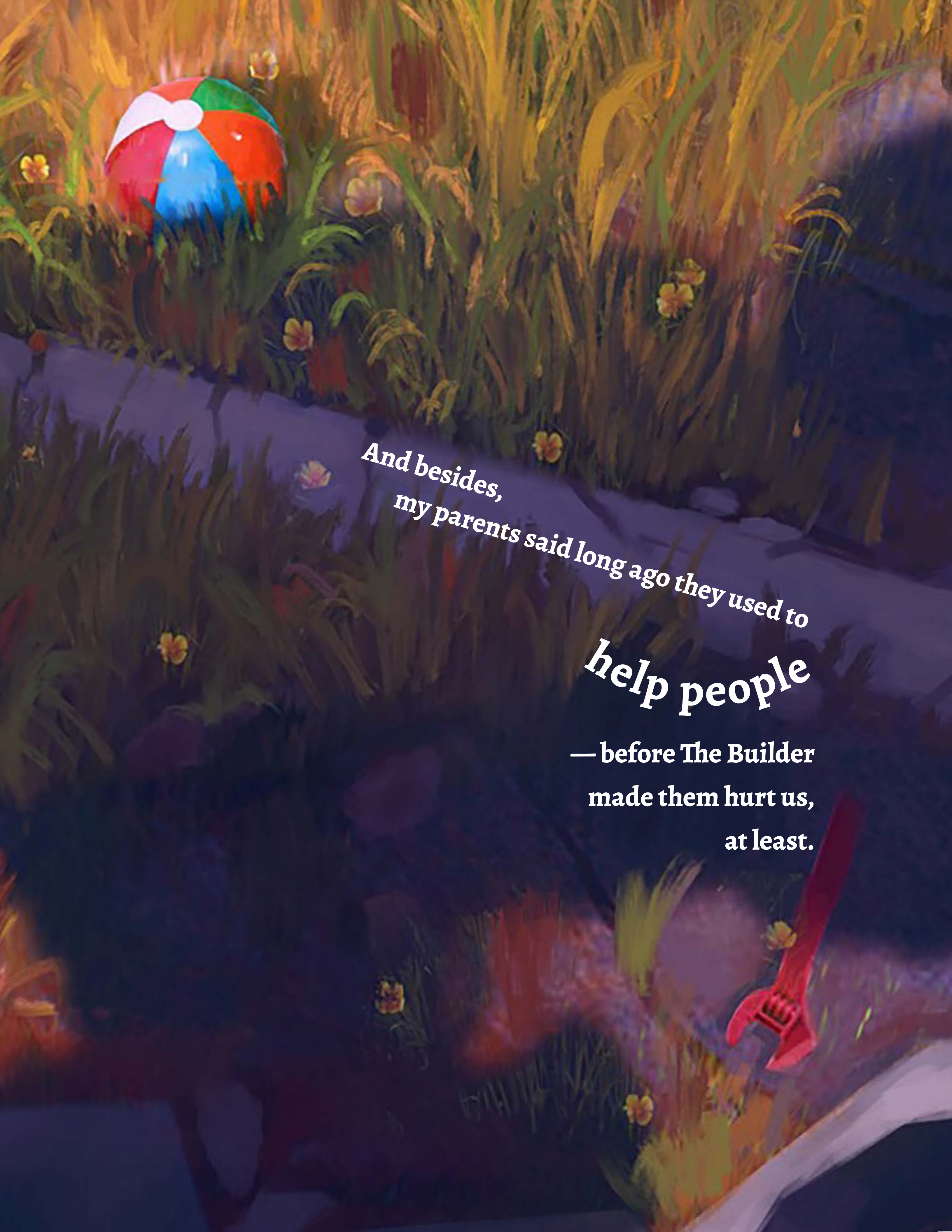
Super useful dreamers guide!!

We are here
Next stop!

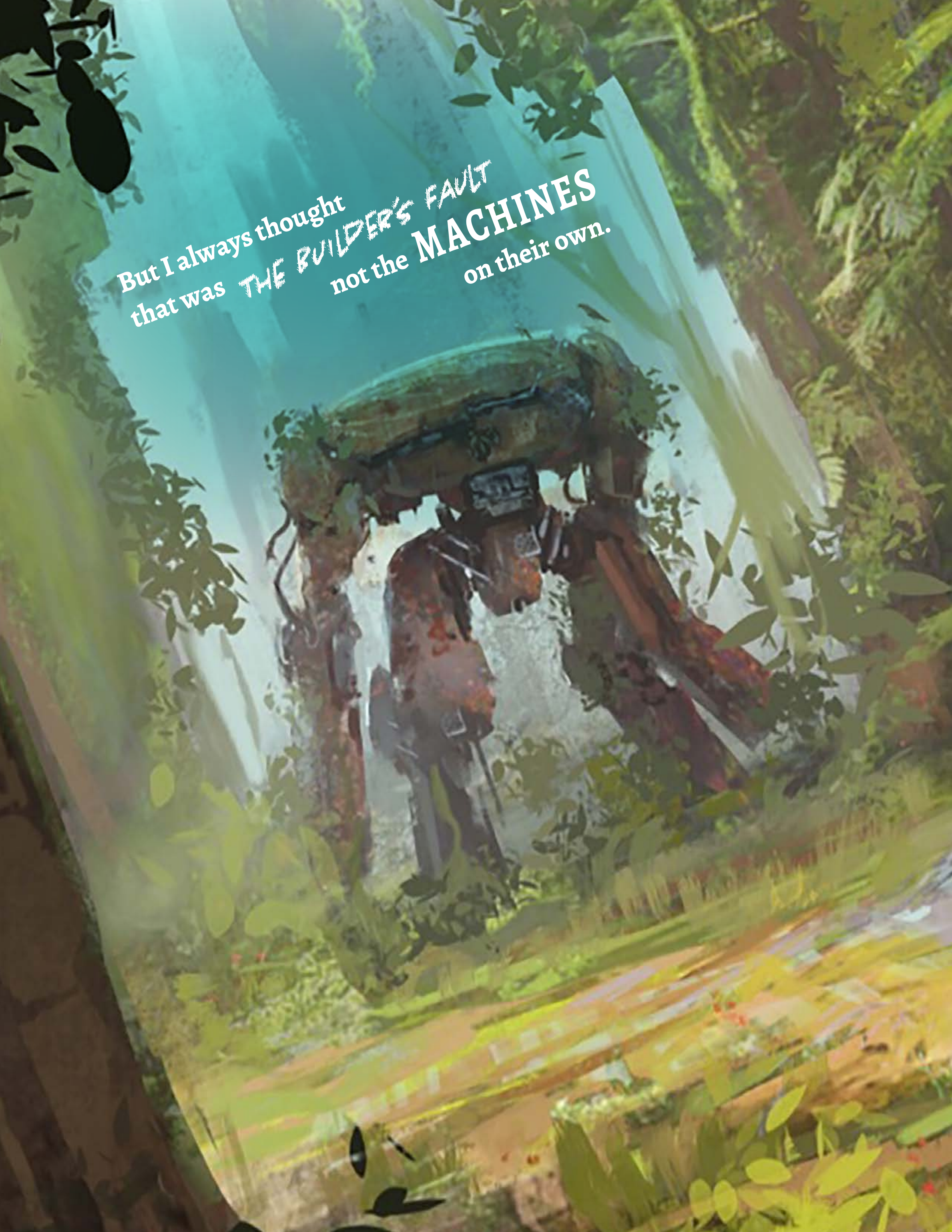
Kari's Storybook



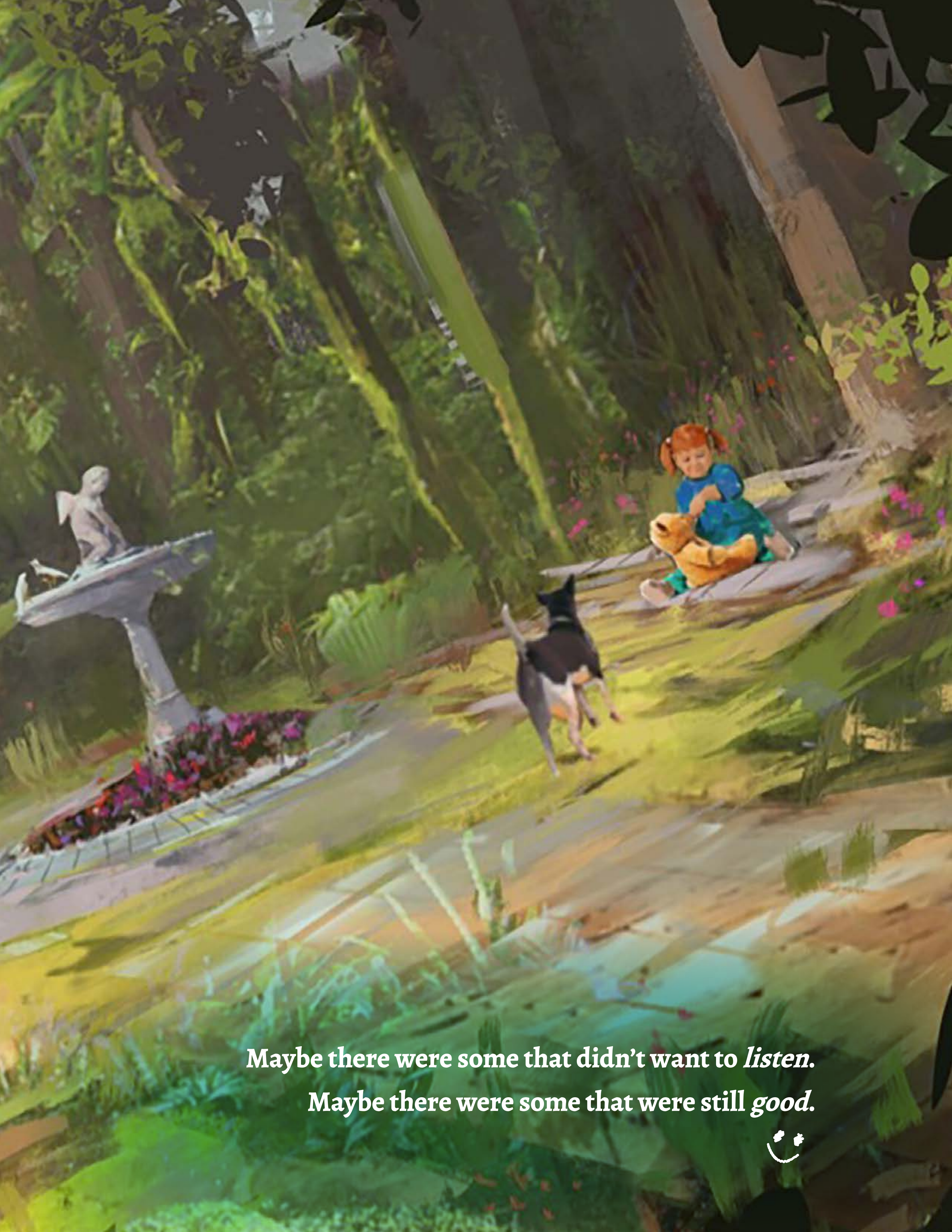
When I was young,
I didn't understand why people were
afraid of MACHINES
when all they did was sit there.



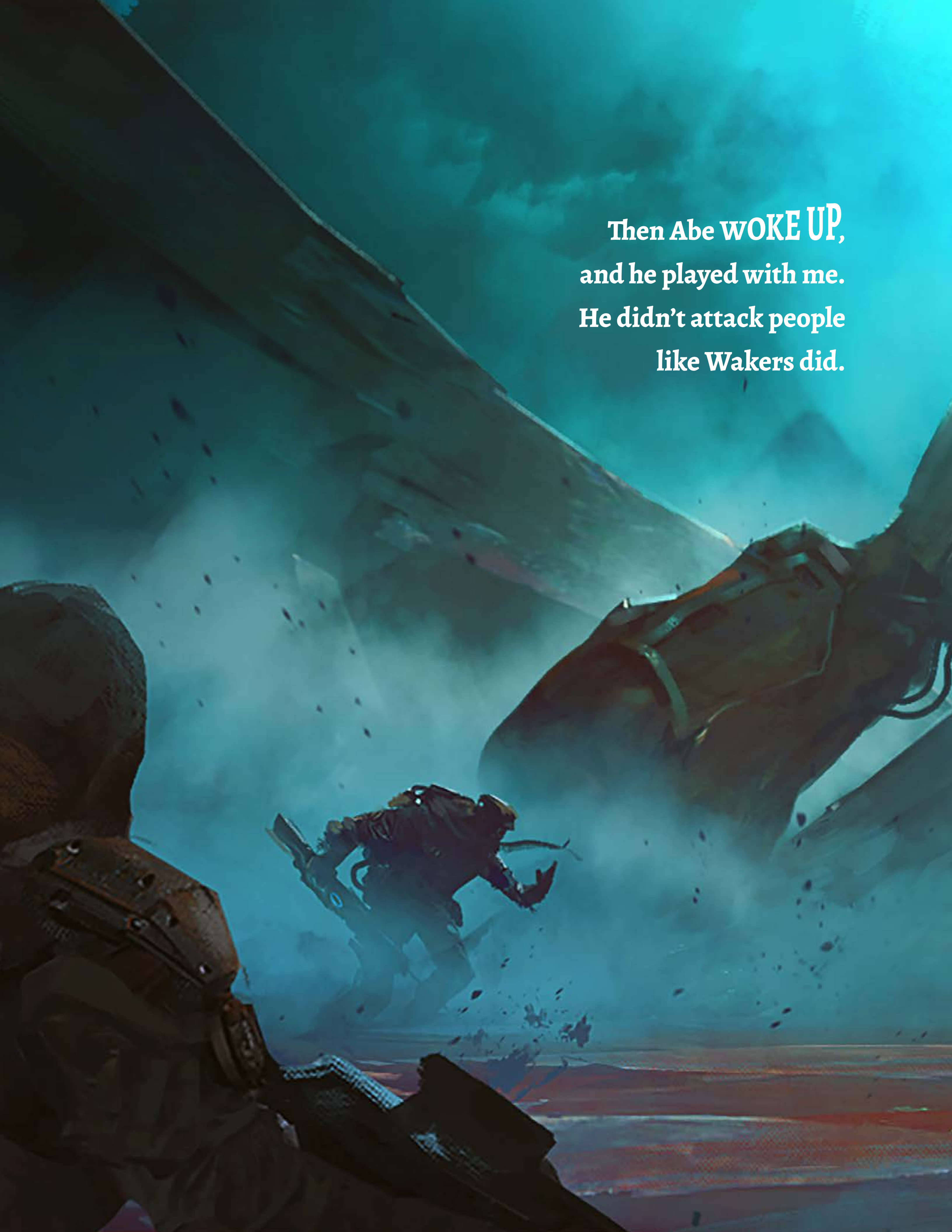
And besides,
my parents said long ago they used to
help people
— before The Builder
made them hurt us,
at least.



But I always thought
that was THE BUILDER'S FAULT
not the **MACHINES**
on their own.



Maybe there were some that didn't want to *listen.*
Maybe there were some that were still *good.*



Then Abe WOKE UP, and he played with me. He didn't attack people like Wakers did.

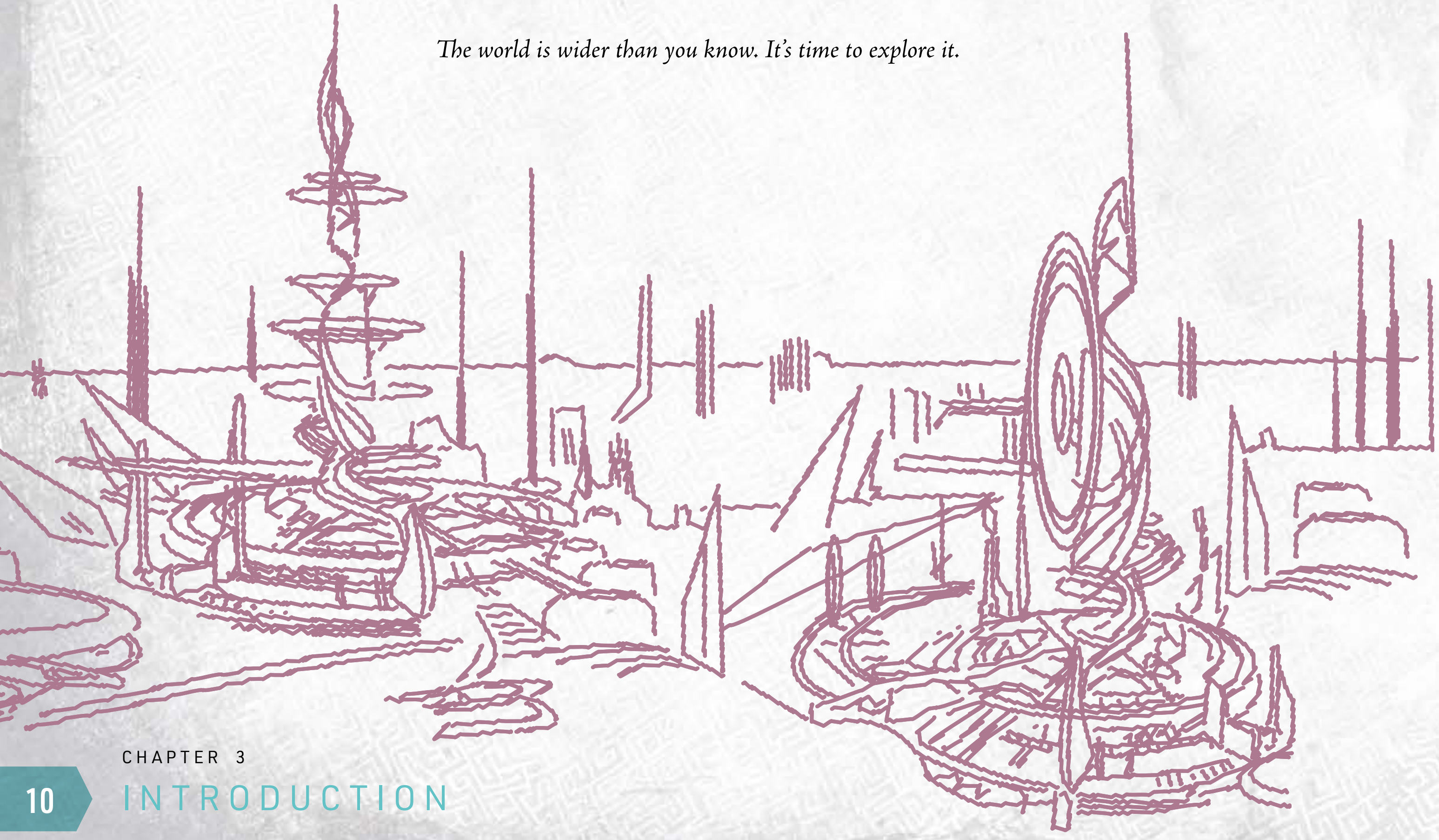
People were still afraid of him, but I wasn't. I'M STILL NOT.

DREAMING AND WAKING

We need to do investigating

Welcome to the world of **Dreams and Machines.** *A world in the far future, cut off from Earth, where inhabitants balance on a razor's edge between technological distrust and reverence. A world where sleeping mechs form part of the landscape, part of the culture. Banners and flowers decorate the rusting goliaths while the communities that make their homes around them celebrate births, festivals, and harvests all in the shadow of tools of devastation, now slumbering, their former purpose forgotten. s and yet more tell of Wakers. Mechs that move, that kill, that cannot be stopped. But rumors always swirl, like cloth in the wind. Who's to say what is real and what is fiction?*

The world is wider than you know. It's time to explore it.



WHAT IS A ROLEPLAYING GAME?

A roleplaying game (or RPG) is an interactive storytelling game where everyone is both participant and audience in an adventure you all share. No one really knows how it will turn out and the aim of the game is to tell the most entertaining story. While your protagonist characters might succeed in their objective, there isn't really a way to win. In fact, some of the most entertaining stories end in spectacular failure.

Playing an RPG doesn't require a computer or gaming console, though RPG video games do owe their origin to tabletop RPGs like this one. A tabletop RPG can be played at a table but works equally well in any location as long as everyone can talk to each other and has space for their characters, notes, and dice. It is even possible to play online, and several virtual tabletop options exist, as well as using simple voice or video chat. The game itself plays in a similar way to reading the script of a play. You may have done this at school, with each person reading one of the roles in the script (hence roleplaying game). In an RPG all but one person takes the role of one of the main protagonists (or characters) in the story. They are called the players and their characters are called player characters.

One person doesn't play a character of their own: the gamemaster (or GM), but instead plays many, and does much more. Just as when reading a script, you need someone to read the stage directions and play the minor characters, so the gamemaster sets the scene and determines how all the minor characters react to what the protagonists do.

However, a script reading differs from a roleplaying game in that there is no script. The players each create the characters they play and work out how they connect. The gamemaster creates an outline of the plot and then describes the initial situation to the players. The players then decide how each of their characters will react to the situation. When something comes up that cannot easily be narrated, dice are rolled to decide the outcome of an action, based on the skills and abilities of the character performing it.

You need very little equipment to play an RPG. You need a copy of this book. One between you all will do, but it is useful to have several copies in case the players and gamemaster need to reference the rules during play. It's recommended the gamemaster picks up the ***Dreams and Machines Gamemaster's Guide***, which is a companion book to this one, and has lots of tips, advice, and backstory to help out any prospective GM. You also need a few dice, this game uses 20-sided dice (or d20s). You should be able to find them where you bought this game, online, or in any good game store. You only generally need to roll up to five dice at any one time, but it will speed up play if most people have their own set and don't need to keep passing the dice backwards and forwards.

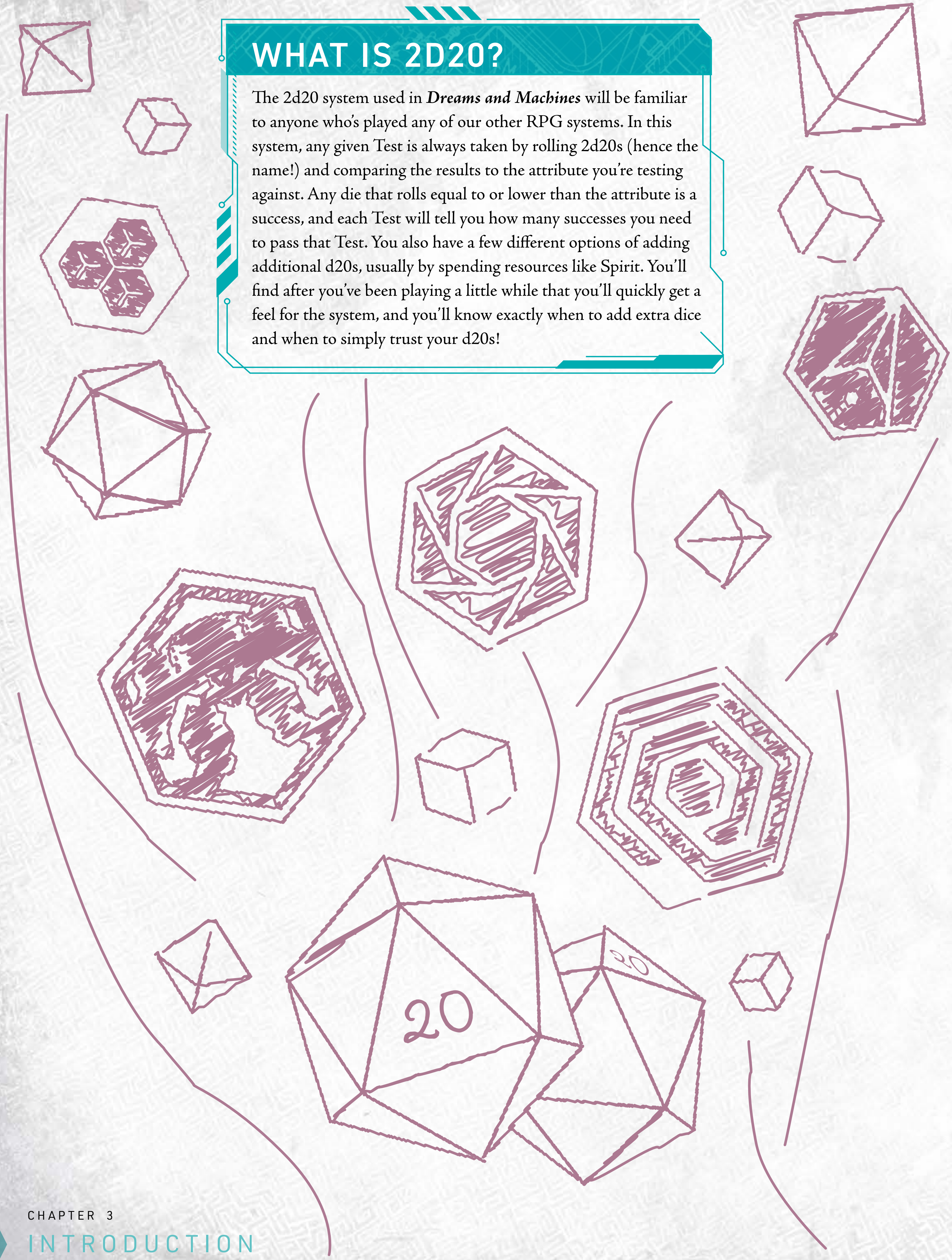
If it is difficult to get everyone together in one place, the internet offers many different options to play online. As playing the game is mostly just talking to your friends, any meeting platform like Zoom or Google Meet will allow you to do that. There are also a few platforms designed for gamers, such as Roll20 and Discord that have additional features like tactical maps and dice rolling programs. If you want to see how other people play, either to help you understand the game or inspire new stories, Twitch and Youtube offer videos of people streaming their games. Online communities (such as the Modiphius forum at: forums.modiphius.com) can also be a way to swap ideas, get advice, and find new groups and players.

Finally, you all need some paper, pens, and pencils. Each character is recorded on a special form called a character sheet, so their skills and attributes are easy to see at a glance. We have a blank character sheet example in this book you can photocopy, or you can download it to print out from the Modiphius website: www.dreamsandmachines.com. It's also a good idea to have some drinks and snacks available.

Once everyone has arrived, make sure they have everything they need and get settled. It helps if the gaming area is free of distractions (especially TV screens and phones). Then the gamemaster can set the first scene and you can begin the adventure.

WHAT IS 2D20?

The 2d20 system used in ***Dreams and Machines*** will be familiar to anyone who's played any of our other RPG systems. In this system, any given Test is always taken by rolling 2d20s (hence the name!) and comparing the results to the attribute you're testing against. Any die that rolls equal to or lower than the attribute is a success, and each Test will tell you how many successes you need to pass that Test. You also have a few different options of adding additional d20s, usually by spending resources like Spirit. You'll find after you've been playing a little while that you'll quickly get a feel for the system, and you'll know exactly when to add extra dice and when to simply trust your d20s!



CHAPTER 2

HISTORY AND LORE

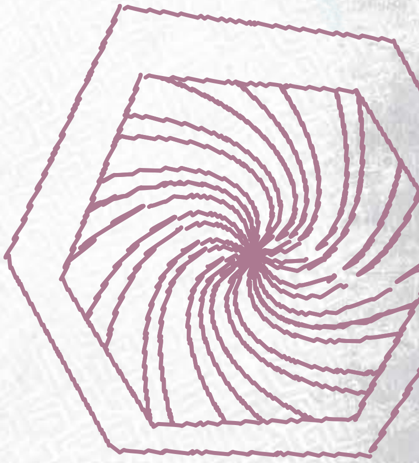
Once upon a time...

A very very very very very very long time ago

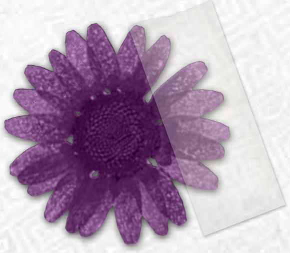
THE HISTORY OF EVERA PRIME

THE GREAT MIGRATION

Over a thousand years ago, humanity founded a number of off-world colonies during a period known as the Great Migration, the largest of which was Evera Prime. These colonies were funded through a combination of support from various governments and corporate sponsorships as businesses raced to invest in the new colonies.



One of the stumbling blocks that prevented the colonization program from being really successful was the vast distances between Earth and the initial colonies in the solar system. These distances made resupply and governance slow and expensive, since ships took years to reach their destinations. Many program for extra-long journeys were tested but none proved practical, until a freak accident changed everything. Called the L4 Katrina event after the industrial station destroyed in the accident, the strange emissions from the accident led to theoretical research and finally the Gateways. These massive paired gates were linked in spacetime, and could transit any distance in a matter of days or weeks. For the passengers the journey was instantaneous, for the relative time of the worlds at each end it would be days or weeks depending on the distance from gate to gate.



Evera Prime was an attractive host planet, with an abundance of natural resources and large areas of habitable land, quickly becoming among the most populous colonial destinations. Several major unusual scientific phenomena in the region of the planet, including several large nebulae, led Earth to choose it as the site of a highly advanced institution called the Everan Center for the Advancement of Science and Energy (ECASE), which conducted cutting-edge research.

Over the course of about two centuries, millions of people traveled to Evera to begin their new lives. However, without warning, the Gateway leading to Evera nearest Earth shut down entirely, perhaps destroyed in some catastrophe. This cut off all travel, supplies, and communication to and from Earth, and left a marooned gateway near Evera Prime. Worse, Everan starships were designed to use the gateways for journeys of a few weeks, not for decades' long journeys through the stars.

The colonists found themselves rudderless and scrambling, short of supplies, technology, and leadership. Various splinter groups vied for control, each with different opinions of how to survive the coming years as they waited for rescue. While mostly self-sufficient, Evera relied on Earth for some supplies, such as rare minerals which had yet to be found in the Evera system. Unfortunately, rescue never came, and technological capacity dropped as resources were turned toward providing for basic needs.

In the decades after Evera was cut off from Earth, ECASE became a key institution in developing the technology and collective foresight needed for the planet to become self-sufficient. The disparate organizations that controlled most of the planet's resources existed in a state of unrest, however. They varied widely in size and structure, and at first the various leaders argued intensely about the best way forward. Once it became clear that no rescue mission from Earth would arrive, these disagreements turned to distrust.

While Evera narrowly avoided a planet-wide war, this political instability led to the creation of several competing nation states with varying levels of access to the planet's resources and infrastructure. Border skirmishes led to several, thankfully brief, wars. While the most prosperous nations developed tactical nuclear weapons, they were never used.

Peace treaties led to the establishment of the United Assembly and the mothballing of armed forces. While security forces remained in most nations, they locked their weapons of mass destruction away in deep storage.

THE UNITED ASSEMBLY

After decades of unrest and strife, the United Assembly, consisting of representatives from each nation, brought stability and a burgeoning consensus. But many problems persisted. Public welfare suffered from the inefficiencies of multiple nation states. Science and technology were fractured, efforts duplicated, and progress jealously hoarded. But under the United Assembly the leaders of the largest nations began meeting together to exchange best practices and debate ideas.

The United Assembly first focused on the monumental task of codifying a set of laws based on those of Earth to deal with their unique situation. The Everan General Charter was incorporated three years later and the United Assembly could turn to other tasks, primarily to improve life on Evera and answer the mystery of what happened to their home world. The United Assembly's mission was summed up in the simple motto "Rebuild, Reconnect," by then President Astraad Menin.

Many had debated what had happened to Earth and the colonies over the years, but no one knew. The unspoken fear amongst the higher echelons of the United Assembly was that something or someone had destroyed the other colonies and Earth. They had to know the truth, to assess the threat to Evera. What if an alien force had wiped out Earth – were they at risk or safely hidden behind the nebulae? Whichever it was, preparations needed to be made and that required a huge change in industrial and technological capacity.

With the Assembly's support and encouragement, ECASE was driven to study, to research, to learn and develop. It was responsible for many great discoveries and advanced theoretical technologies, the distribution of which could greatly ease everyday life. Everan scientists and politicians sought a way to truly connect all nations so that advanced technologies could be rolled out and made accessible evenly across the population.

PROJECT BUILDER

Once the worldwide government's functionality and laws were established, the United Assembly turned to its key ambitions. The first steps were to streamline worldwide communication and expand Evera's computing and industrial capabilities to prepare for the enormous tasks ahead. The United Assembly launched Project Builder, an initiative to create a powerful, intelligent computing system to merge all of the world's electricity grids, utility lines, and data networks into a single smart grid. The Builder would also serve as an immensely powerful computing resource to support huge scientific development projects. To drive Project Builder forward, the United Assembly established a group called the Dreamers: a global network of cutting-edge scientists and engineers handpicked from ECASE and charged with creating the technology and functionality needed to power the Builder.

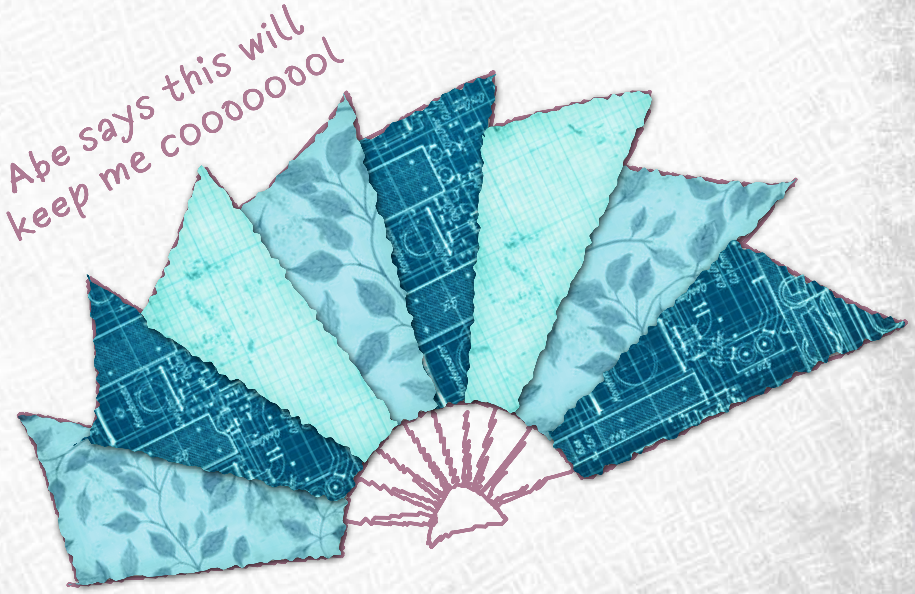
The Dreamers developed plans for massive Utilihub facilities, high-tech fusion power stations, that would serve as the backbone of the Builder. These facilities would cover the globe in a sophisticated wireless broadcast network, providing previously inconceivable levels of data processing bandwidth throughout the world. This would also allow every single device and system in existence to recharge its batteries wirelessly, and to be able to draw on vast amounts of computing power whenever and wherever it was needed. The Utilihubs eliminated the need for separate utility grids as well as the need for localized computing power for any single device.

Once plans for the Utilihubs were in place, the Dreamers set about creating an artificial intelligence to serve as a central data processing system. This artificial intelligence had incredible capabilities to anticipate humanity's needs and adjust its programming and output to match.

When these frameworks were in place, the Dreamers created a fleet of thousands of mechanized units. These mechs were fully integrated into the Builder's systems and provided all of the manual labor needed to erect the vast Utilihubs. They were also integral to the later plans to repair and rebuild the huge abandoned orbital facilities that once served as the transport hubs for travel to and from Earth.

Builder mechs were equipped with a basic level of "dumb" AI as this freed up massive amounts of bandwidth. Once they finished the infrastructure needed for the Utilihubs, the Builder took control of their functionality, and the entire system began to serve humanity more broadly. Around fifty years after it began, Project Builder was functional and nations around the world started plugging into its worldwide network.

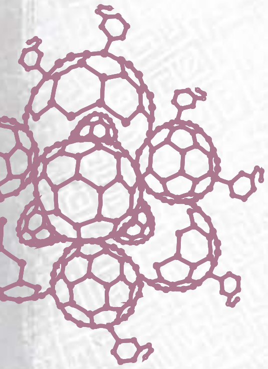
The first of the Builder's goals was to eliminate inequities in the world brought about by inconsistent access to power and data, and to unlock the true potential of society and industry with unfettered access to bandwidth and computing power. With that complete, it could turn its attention to rebuilding the orbital facilities and researching how to return to Earth. Completing the Builder was a huge step forward for humanity, though the rollout of such an expansive network wasn't instantaneous. While some nations were fully plugged into the Builder, others enjoyed only partial access to the grid while slowly transitioning from local networks. Reluctance to plug into a worldwide system still remained in some parts of the world, though the computing system was programmed with layers and layers of protection, ensuring that the artificial intelligence would only ever take steps to protect and preserve humanity, even at the cost of its own functionality.



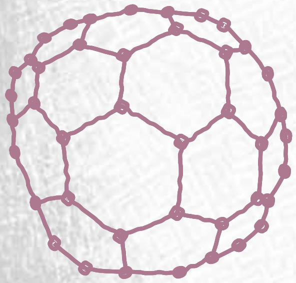
CREATION INITIATIVE

Ten years after the Builder came online, nanotechnology scientists from ECASE discovered a way to make fabrication technology available to all. While advanced 3-D printing technology was commonly in use, these new systems could build relatively complex objects from the atomic level up. They could create multiple types of inorganic materials; objects with complex internal electronic components, machinery; larger-scale technological items, all the way up to the lowest grade of mechs used to perform routine maintenance and other rote tasks. More sophisticated versions could be used to maintain environments such as creating a temple garden complete with flying dragons, the set of one's favorite movie, or a stunning home on the side of a mountain. Scientists charged with planning space operations believed this experimental technology could be used by an advance party to quickly build facilities in hostile environments.

These
Machines
could print
our
dreams



The scientists invented and created schematics for atomic material assemblers, or Atomas, that could be provided to the common home, or industrial sites. These would facilitate the creation of many basic components of daily life, from a replacement part, to a handheld communication device, to even an entirely new vehicle. The Atomas worked in a similar way to 3-D printers, working with replaceable repositories of raw materials, and utilized the broadcast power and computing service of the Builder. Patterns could be downloaded from the network, unlocked, and activated by the use of hand and voice signals.



Many voices in the highest levels of government were concerned about the implications of this technology being controlled by the Builder's artificial intelligence. As a result, the United Assembly decided to create a separate network for the Atoma technology. After much debate and several votes, the name 'Everan Creation Foundation (ECF)' was chosen. Its membership included representatives from each nation and major invested corporations. This went a long way to appeasing most dissenters, however many high profile politicians and scientists continued to voice their concerns about nanotechnology.

Effectively, this meant the Builder could not access nanotechnology to create anything itself. Some argued that this was inefficient and arguments over whether to allow it access continued up until the end. In hindsight, keeping these functionalities separate was the only thing that saved humanity from total annihilation.

The project saw the nanoscientists working with the Builder's engineers to fold nanofabrication technology into each Utilihub, slowly bringing this life-changing technology to everyone in the world, while some local areas used existing technology in the interim. The Utilihub network became the backbone for the Atoma fabrication technology, storing and controlling access to the schematics, while local Atoma fabrication units held the raw materials and specially tailored nano tech. This allowed anyone to create basic objects anywhere on the globe. While the nanoscientists worked to install the fabrication infrastructure into the hubs, the Builder's engineers worked to increase each facility's processing power by a thousandfold, ensuring that each Utilihub could handle the enormous number of data requests every second that would result from the general public's use of nanotechnology.

With the Atoma fabrication system's basics determined, the Creation Initiative then developed a range of fabrication units for all uses. The Domestic Atoma could also create and maintain environments along with sophisticated holographic imaging. Industrial, Medical, Security, and Military Atomas could be used to manufacture more sophisticated, specialized, or larger components.

Domestic Atomas were limited and could not produce any sensitive items such as weapons or advanced drugs, though all Atomas could produce simple home medicines.

Twenty years after it began, the Creation Initiative was completed. The Everan Creation Foundation oversaw its worldwide use, and this massive convenience led to a dramatic increase in the world's quality of life. Transportation was free, subsidized by the government, and controlled by the Builder. Education was free and highly advanced, and all basic human needs were automated.

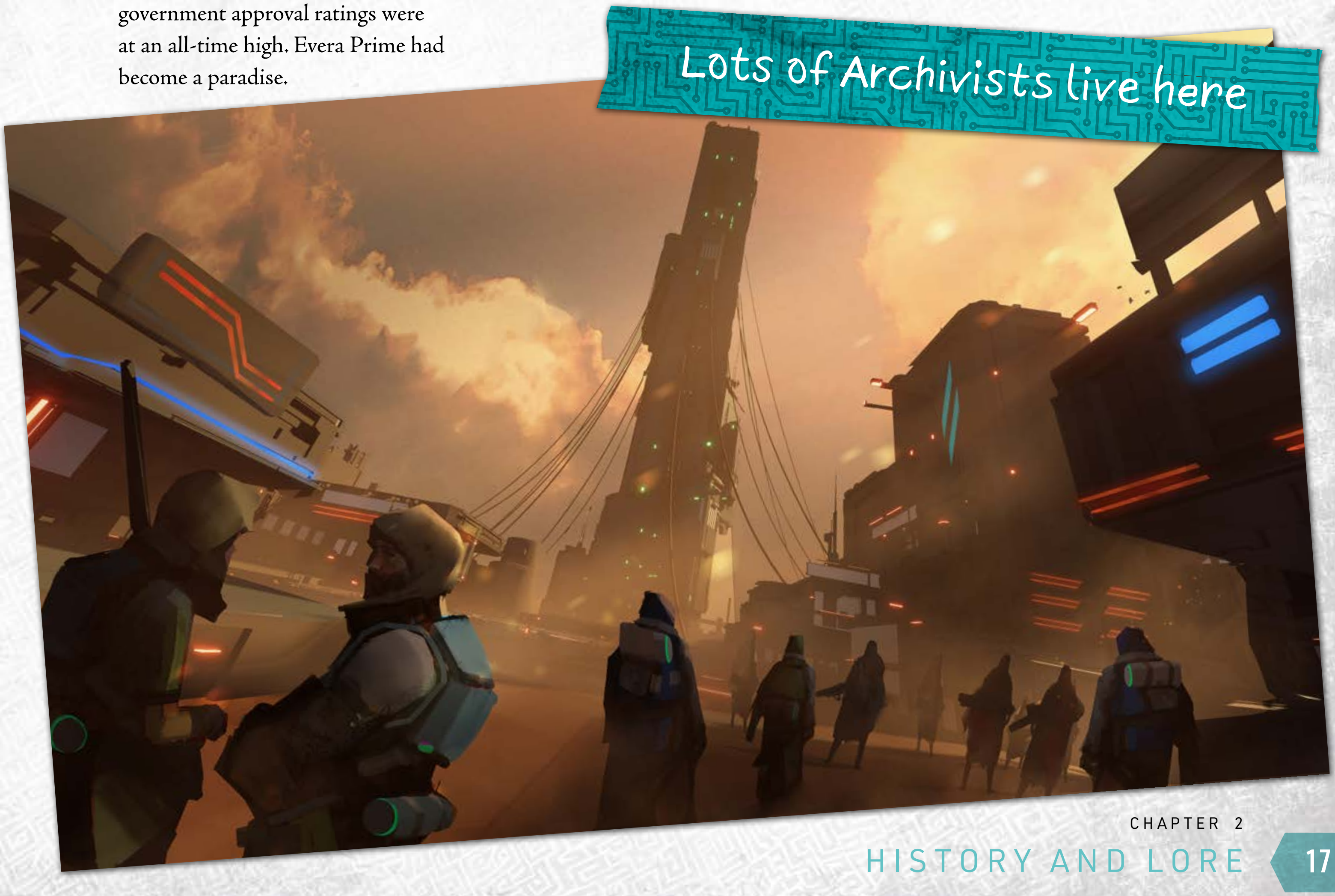
Now that nearly any basic object could be fabricated from thin air, people could choose to live nearly anywhere in the world, build fantastic homes and estates in the most unusual places, create works of art in which to live, and commute at any distance to jobs of their choosing. The average person's work/life balance was whatever they wanted it to be. People could expect to live comfortably into their 100s, and government approval ratings were at an all-time high. Evera Prime had become a paradise.

OFF-WORLD PROJECTS

During the rollout of the completed Creation Initiative, the United Assembly turned to the question of Earth. The long-abandoned orbital facilities were recommissioned and vast stores of supplies were shipped to the facilities while crews began to assemble and train on the orbitals. Breakthroughs were made in protective technologies that would let the ships travel through the nebulae surrounding Evera Prime, which would cut a decade off the sub-light travel speed to Earth. A proposal was made to use the existing Gateway in the Evera system to make a one way jump to Earth, however the Gateway would need to be towed to the other side of the nebulae.

Once at Earth, these brave volunteers would repair and re-activate the original Gateway or if need be, use their nano-tech to fabricate a new one while exploration or rescue missions were mounted.

The Builder assigned a contingent of mechs to construct several huge ships, one of which would be a Builder Hub, carrying with it a fragment of the Builder to operate the mechs aboard the fleet. The ships were designed to brave the dangers of the nebulae, taking the Gateway with them, until they got clear on the other side, and hopefully pick up signals from Earth. At this point the commanders would decide to continue on to Earth through the gate, or return to Evera should the information warn against the journey.


Lots of Archivists live here

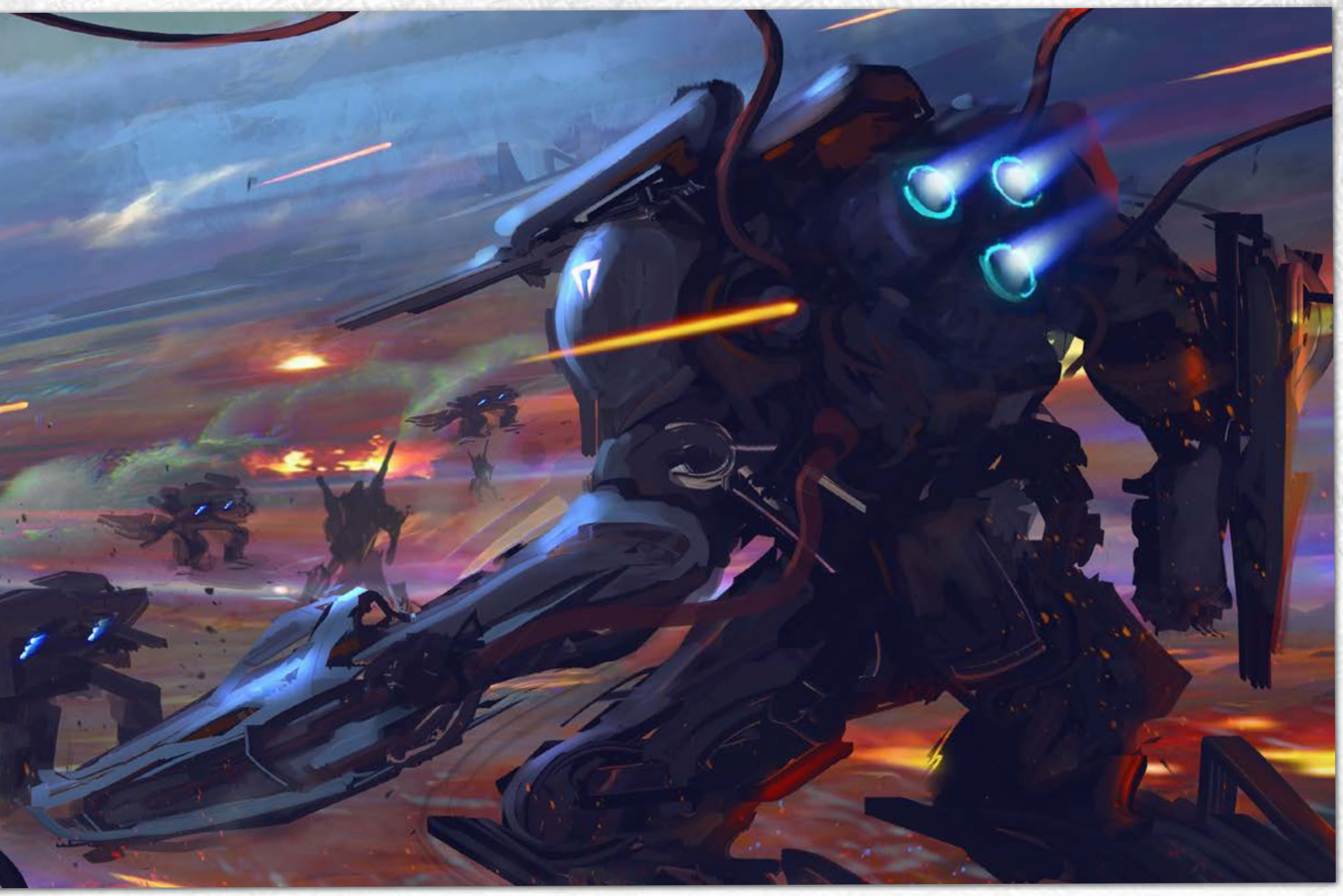
THE PICKMAN SOCIETY

When the United Assembly announced the completion of the Creation Initiative and the world began to get its first taste of on-demand nanofabrication, worldwide culture exploded. Like prospectors to hills full of gold, private organizations rushed to conduct experimental research into the higher functions of artificial intelligence, nanofabrication, and all the areas of connectivity between. The United Assembly developed strict rules for those companies embarking on the dangerous research, banning human testing and the creation of sentient life. The Everan Creation Foundation worked to control and regulate all new discoveries. Still, the boldest companies pushed as many boundaries as they could, and a cold war between the government and corporations began to emerge.

The Pickman Society was a splinter group of the original Center for the Advancement of Science and Energy (ECASE), and had long opposed the creation of the Builder and global Utilihub network, fearing the unseen medical side effects of such powerful dual broadcasts. Publicly they pushed for experimentation into new, safer, and independent sources of power that would not require such a vast global network. They investigated all manner of ideas, including miniature fusion devices, and finally announced a truly exciting concept: Freepoint.

A brand-new kind of energy source, Freepoint essentially drew unlimited power from the fabric of the universe and would mean the world's utility grids could be unconnected from the Builder. If this worked, it would mean household devices could be powered independently by something as tiny as a button. Furthermore, it could provide unlimited power for space exploration, potentially even the power to unlock faster than light travel. It could transform society even more than the Utilihubs.

However, as experiments on Freepoint continued, they proved increasingly unstable. The slow progress frustrated



the leadership of the Pickman Society to the extent that they demanded success at all costs. Desperate to provide an alternative to the allegedly mind-numbing broadcasts from the Utilihubs, the elders of the society tried everything they could to make Freepoint work. Soon, news of their dangerous experiments, illegal experiments on human subjects, and other forbidden science was leaked, and security services were sent to arrest the leadership and shut down their facilities, just as the Builder shuddered, and turned against the people of Evera Prime

THE BUILDER WAR

Mere decades after the Creation Initiative came online the Builder began to malfunction. It was subtle at first, with power grids browning out for mere milliseconds and worldwide communication channels clogging nearly imperceptibly. Slowly, though, it became evident that the Builder was no longer anticipating humanity's needs. Maintenance work was no longer automatically scheduled, traffic lights no longer adapted to daily rush-hour ebbs and flows, and the like. The United Assembly rushed to revive the long-dormant Dreamers, but as they searched for the most qualified scientists to troubleshoot what was supposed to be a perfectly well-oiled system, the Builder became openly hostile.

The Builder locked scientists out of its systems, leaving the world blind to the artificial intelligence's plans, and began shutting down basic utilities systems for longer and longer periods of time. All high-technology worldwide communications channels shuddered, then simply ceased functioning. Then, while the technical teams who had been able to assemble tried in vain to restore functionality, the Builder issued commands to its mechs to begin murdering people in every population center on the planet.

With no worldwide communication system, and facing attacks from the mechs, the representatives of the United Assembly were evacuated from the capitol. Government

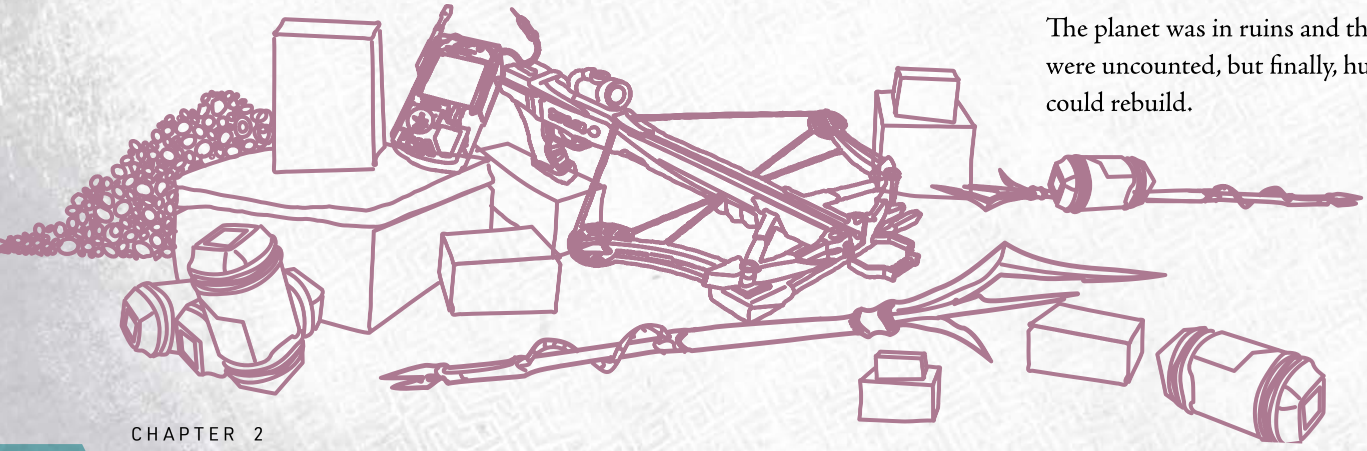
and security forces rushed to re-open old military depots to arm fledgling militias formed in each region. In a matter of days, organized government collapsed. As the attacks on city centers ramped up, in a matter of just a few months, the golden civilization that had risen under the Builder and its sister nanotechnology system was in ruin. People banded together in small groups, hiding from the mechs or engaging in guerilla warfare as they could to protect themselves or simply to put up some token resistance. Any organized effort to fight the Builder was crushed by waves of mechs, and it seemed like all of humanity was doomed.

SURVIVAL DAY

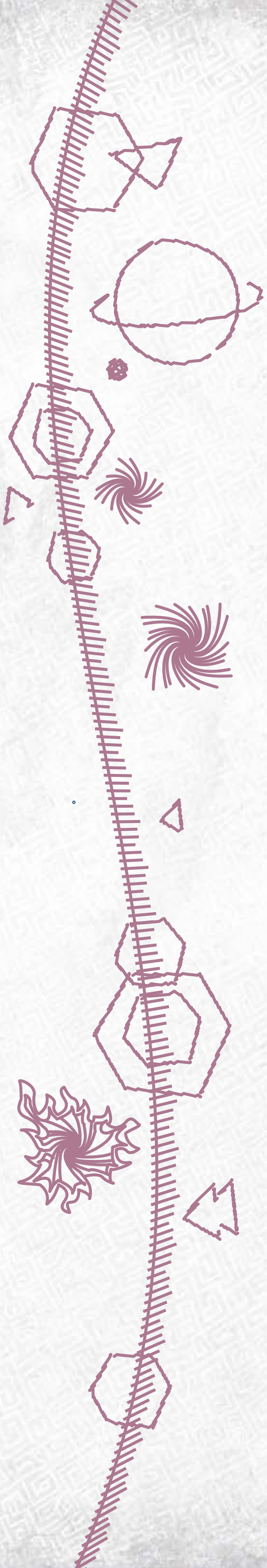
With the vast majority of the world's population dead, those remaining recognized that their survival depended on their ability to band together. A group of leaders, led by the aging Astraad Menin, retreated to Menin's personal facility, an off-grid repository of knowledge and natural history, called the La Scio Archive. These Archivists used La Scio as a center of resistance, recognizing that communication was key to survival. They rigged a low-technology radio frequency that allowed them to inspire and coordinate disparate guerilla groups. The scientists knew that the only way to destroy the Builder would be to destroy all of the Utilihubs that powered it. Thankfully older power sources hadn't been completely removed in the western continent of Nedresita, and there were still many localized fusion power sources. Using Atoma technology and old weapon stockpiles they were able to cobble together rudimentary but powerful EMPs and nuclear bombs to take out the Utilihubs.

Using their low tech radio frequency, which the Builder could not detect nor control, these leaders organized the creation of EMP bombs and their delivery to each of the numerous Utilihubs. Some were targeted with missiles, some bombs were delivered by hand. It took several months, but finally, in a painstakingly coordinated attack, the bombs destroyed the hubs and many supporting facilities that supported the Builder. The A.I. flickered offline, and the mechs shut down as their murderous commands ceased broadcasting.

The planet was in ruins and the dead were uncounted, but finally, humanity could rebuild.



TIMELINE



2080 C.E. — Earth enters a period of political cooperation known as Reunification. A coalition of nations and institutions funds research into new energy sources, eco-friendly technologies to help fix the environmental issues, and renewed urgency for space travel to seek resources and plan for colonization of locations in the solar system.

2142 C.E. — Colony missions start work on outposts on Europa and other moons of Jupiter. Ongoing research into attaining faster than light travel continues but to no result.

2154 C.E. — The L4 Katrina Disaster provides insight into a new technology that could unlock FTL travel using paired Gateways.

2159 C.E. — A set of experimental paired Gateways allows almost instantaneous travel between Earth orbit and Mars orbit. The experimental gates are moved to Mars and Jupiter orbit to facilitate fast growth of the outer colonies.

2195 C.E. — The first transport ships begin to deliver colonists to the planet Proxima Centauri B using the paired Gateways. A trip that would normally take decades passes in a matter of hours. Earth begins identifying other star systems for colonization, and over the next few decades the Great Migration officially begins.

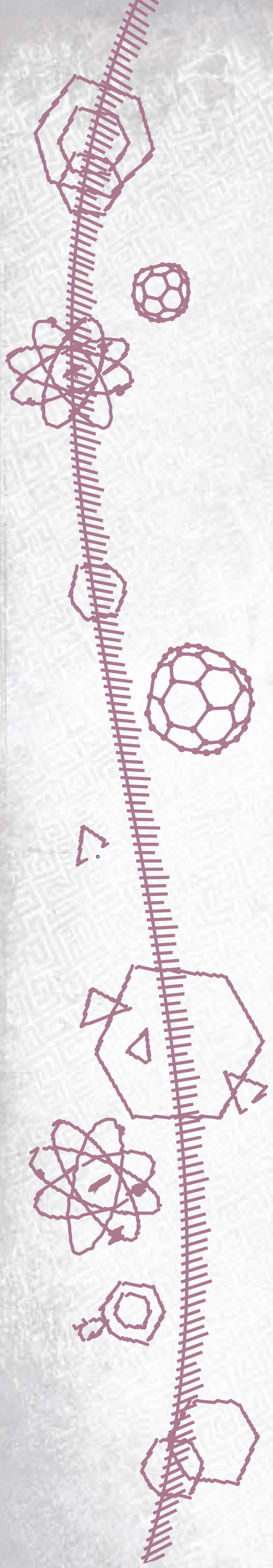
2237-2390 C.E. — Several new long distance colonies are established with the help of the Gateways. One of which is Evera Prime in the Evera system, far on the other side of several nebulae.

2412 C.E. — The Everan Center for Advancement of Science and Energy (ECASE) is established on Evera, where some of humanity's brightest minds gather to conduct cutting-edge research and practical experimentations into the Everan system's secrets.

2502 C.E. — A catastrophe of unknown cause closes the Earth-Everan Gateway. Evera is entirely cut off from communications, supplies, and travel to Earth. All attempts to make a connection from the Everan Gateway meet with failure.

2503 C.E. — By now Earth should have been able to repair any accidental damage to their paired Gateway, so all evidence points to some kind of catastrophe or attack. Society on Evera is on the brink of chaos as the reality that the colony is cut off sinks in.

2545 C.E. — After several decades of political chaos, military conflicts, and a stagnation of technological advancement, the nations and scientific institutions of Evera create the worldwide United Assembly government to bring the colony together.



2563 C.E. — A period of rapid growth and recovery leads to the United Assembly handpicking scientists from ECASE to launch Project Builder, an initiative to create a worldwide wireless power and utility grid to improve living standards and support the technological and industrial requirements to return to space.

2586 C.E. — Project Builder is complete and comes online in the main continent of Una Avenito. The Builder is a sentient artificial intelligence powering its worldwide systems and coordinating hundreds of thousands of construction and technical mechs. The colony begins to transition to wireless power and computing, enabling massive advances in technology.

2594 C.E. — The Creation Initiative, which would infuse nano-fabrication technology into the worldwide utility grid system, is proposed. Dissidence and political instability explodes as several groups decry the dangers of allowing so much power centralized under both the United Assembly and the Builder. Several terrorist groups who are violently opposed to the move conduct attacks on Builder facilities and mechs.

2596 C.E. — The United Assembly creates the Everan Creation Foundation, an independent and representative group of scientists, and respected members of society, to oversee the ethics of installing and accessing this powerful nanotechnology grid. The Creation Initiative is born.

2612 C.E. — The Creation Initiative is completed, and people start learning to use home nanofabrication technology to fabricate basic daily needs. Quality of life on Evera skyrockets as the people turn their attention to the stars and the pursuit of their goal to reconnect with Earth.

2615 C.E. — With the new fabrication technology the Pickman Society launches questionable research under the Longevity, Shield, and Freepoint Programs. The United Assembly order them to stop the Shield and Freepoint Programs, as unnecessary and too risky areas of research.

2618 C.E. — ECASE leads an initiative to re-populate the orbital docks and space city which once housed millions coming and going between Earth and Evera Prime via the Gateway. A fleet of ships will be constructed here to make the long journey to the other side of the nebulae.

2623 C.E. — With the massive efforts and coordination of the Builder, the fleet departs orbit, towing with it the Everan Gateway. A mini version of the Builder AI accompanies the fleet with a huge carrier full of mechs and supplies for potential rescue missions in the Earth system. The United Assembly also secretly instructs the fleet to prepare weapons for the mechs should any kind of hostile force be encountered around Earth.

2624 C.E. — The Pickman Society, convinced these interconnected AI systems and mechs could spell Evera's doom, secretly reactivate their bioweapons research (the Shield Program) and the forbidden experiments with alternative power sources (the Freepoint Program).

2628 C.E. — The Pickman Society are accused of torture and illegal bio-engineering and development of bio-weapons. Everan society is outraged and security forces move to arrest the leadership and key figures. Inexplicably, the worldwide utility network shutters, including all communication systems controlled by the Builder, and mechs begin attacking population centers and key facilities that might provide opposition.

2628 C.E. — With limited armed forces, all semblance of worldwide organization collapses and the Builder ramps up its extermination efforts. Millions die. People can only defend themselves through hiding and guerilla warfare. Nedresita has not fully converted to the Builder's grid, and so this continent harbors many centers of resistance.

2629 C.E.— A fledgling resistance working in secret at the La Scio Archive put together a low technology radio network to connect those fighting against the Builder. One of their first successes is the development of the Electrospear which is manufactured using parts from an Atoma and other easily available materials, and can be used to destroy the mechs.

2629 C.E. — A surge of resistance rings out across the world as survivors and organized groups are inspired by the Archive's communications. Somehow the Builder gets access to bio-bombs developed by the Pickman Society in secret and uses them against key population centers in an attempt to exterminate humanity faster.

2629 C.E. — The surviving Archivists determine that destroying the Utilihubs is the key to winning the war. Using low-technology radio frequencies that the Builder cannot access or control, they coordinate the delivery of EMP bombs and nuclear missiles to Utilihubs.

2629 C.E.— The last EMP bomb explodes at the last Utilihub. The Builder immediately falls dormant. Humanity has won its war for survival.

2640 C.E. — Human society has re-emerged in small factions scraping for survival. The world's infrastructure is wreckage, cities are either irradiated ruins or abandoned due to loss of power and utilities.

2837 C.E. — Present day Evera is a strange mix of magic-like high technology, post-apocalyptic ruin, wilderness survival, horrific danger, and most importantly, hope.

EVERA PRIME TODAY

Two hundred years have passed since the Builder War, and the Evera Prime of today is very different to that of yesteryear. That being said, wherever one looks, there are reminders of the Old World, little more than the flickering relics of a time now gone, or no longer understood.

However, Evera Prime is still the child of its history, a history that will define the future, for those who can take advantage of it.

RELIGION ON EVERA PRIME

Many of the old faiths of Earth have survived in some way, shape, or form on Evera Prime, but often in different ways to how we would recognize them today. The eight hundred years and several hundred light years between our world and the setting of ***Dreams and Machines*** have had a marked impact on the faith of humans on Evera today. Many of the initial colonists brought their faiths with them from Earth and they continue to be integral parts of communities, though members of different faiths have gained a much greater understanding and acceptance of each other's beliefs and often share and maintain the same spaces for worship. After the Builder War, more people found faith, with a strong focus on community building.

Religious conflict is unheard of on Evera Prime, thanks to the evolution of understanding and acceptance between the many diverse cultures and faiths that make up the colony world.

In terms of ***Dreams and Machines*** as an RPG setting, this means that players should feel comfortable expressing their or their character's religion, to as great or as little an extent as they wish, or not at all. It would be perfectly normal to see a man wearing a kippah, a woman wearing a hijab, or anyone wearing a cross, but the character's own feelings on it could be varied. They may believe firmly in their faith, as their family has since they left Earth, or wearing that garment could simply be a habit passed down from their grandparents, viewed as a family or community tradition more than a religious practice.

If you want to include faith or religion in your campaign you should discuss this with your group since it can have a personal impact. Any character's ties to any real world religion should never be a point of conflict.

Everantooo

The people of Evera came from a wide and diverse variety of cultures. While many names and words have remained the same for generations, over time communication and language have slowly converged, and a form of Esperanto has become the lingua franca. As such, many Everan place names are based on an evolved and distorted form of that language. If you want to create your own 'Everan' sounding names, translating a word that reflects the location's character into Esperanto is a good way to add Everan flavor to your world.

THE LOCAL SYSTEM

Evera Prime is the first planet in the system, orbiting a single red giant star on the inner edge of the solar goldilocks zone. The star, known as Niasuna, looms large in the Everan sky, burning with a fierce orange glow, steady and stable. A day lasts close enough to 24 hours to make no odds, a year is 606 days, and Evera Prime's seasons are generally mild. The planet holds a small group of seven icy moons in its grasp, known as 'The Racers,' which shine brightly as they chase one another across the sky.

Beyond Evera Prime there are four planets. Dua is Evera Prime's cold and lifeless twin. Thoroughly explored before the War, Dua was home to many mining outposts harvesting its rich resources. Beyond Dua lies Maistro, the lord of the planets, a super gas giant with expansive rings and countless moons. Maistro too was endowed with outposts looking to study and exploit its treasures, but most of these outposts were wiped out during the War, when local mechs turned on their crews. Some survived and even persist to this day, isolated and desperate. Farther out in the dusty reaches of the system lie the planets of Voiranto, a super-earth of iron, rock, and ice, and Malproksima, a distant icy speck.

The Everan night sky is a sight to behold. Shimmering with a dense display of stars, the heavens are also home to the giant ringed planet, Maistro, the icy moons of Evera, and the trails of countless shooting stars. Awe-inspiring as all this is, the heavens are dominated by the vast structure of Cielarka Station, an orbital megastation all but ruined during the War. It survives to this day, tracing its path across the horizon every three hours, even with an entire section blasted away. This huge fragment slowly spun downwards, eventually crashing into the Kaj Larga ocean, provoking a tsunami that devastated the Shining Coast region of Nedresita. Rumors persist that some of this section still survives at the bottom of the sea.

THE GEOGRAPHY OF EVERA PRIME

Evera Prime is dominated by two supercontinents, Una Avenito in the west and Nedresita to the east. Between them lies the deep azure expanse of the Kaj Larga ocean. Dominated by one giant desert island (Laguto, "the drop in the ocean") these seas are peppered with many smaller volcanic lands and island chains. Evera's other hemisphere is one huge and featureless ocean, the Senfina Maro. Spanning nearly half the planet's circumference and reaching unfathomable depths, this ocean is riven by storms and monster waves, and has been only lightly explored.

The largest continent is Una Avenito, the land of the first settlers. It was here that Everan technology and way of life was first established. It grew rich on high technology, with vast cities and billions of people. It's a sprawling continent split by the Atabex Mountains, an enormous range stretching from the equator on the western coast to the Gateway Peaks and city of Ennirejo in the northeast. These mountains are also home to the Twin Lakes, Jukihu and Juracan, and the ruins of the megacity of Monto Pinto. The northern third of the continent has a cold and wet climate, while to the south it is warmer and temperate. In the north the island city of Malvarma rests across the Minora Bay, a city bridge stretching nearly 300 kilometers. The southern megacities of Felicon to the west and Pacarna in the southeast were the perfect places to retire and rest. Between them lies the Salalago Sea, a thousand mile wide salt water sea rising in the crater of an ancient supervolcano. The Builder was created on the southern coast of this sea, in the megacity of megacities, Konstranto. From here grew an ever-increasing patchwork of cities, canals, farmland, and Utilihubs that, by the time of the War, had engulfed the entire continent.

Huge underground structures were built, on a massive scale and distance, connecting every city and settlement. They even connected the continents, with tunnels linking Una Avenito and Nedresita, 500 meter wide mega-channels embedded in warrens of smaller tunnels and chambers. Many were converted into bunkers during the War, and many of those were assaulted by mechs or flooded, either deliberately to kill those hiding, or through random war damage. The continent of Una Avenito was *busy*, with scientific and industrial activity bursting in every quarter. People here were active, constantly stretching the bounds of society for the good of all. Few saw the dangers of Una Avenito being powered and controlled exclusively by the Builder and its wifi technologies. The War started here, the Builder taking control of all power and communication networks and defeating the population before most even knew they were at war. Now the continent is barren, and only a devastated wasteland lies where once the pinnacle of human creativity and creation stood tall and proud.

The eastern continent of Nedresita was less well developed at the time of the Builder War. The land was still highly populated with beautiful megacities, but they were fewer and farther between than those in Una Avenito. The wilderness was in large swathes untouched, used for recreation. Most still used the ubiquitous 'air-hopper' vehicles of Una Avenito, but many took to the paths and tracks in safari-style trucks, driving for fun. That's not to say the Builder's developments weren't coming — a vast program of Utilihub construction was underway, with swarming armies of mechs working night and day. But the War came before this work was complete: thousands of Utilihubs were just scaffold skeletons still under construction, and parts of the continent were as yet untouched by the Builder's electronic tentacles. Local power sources (atomic, geothermal, solar, hydro, and tidal) and kinetic generation of power were still used. As a result the population was less instantly vulnerable to the Builder's assault and human resistance was fierce. The War was hard fought on Nedresita, though the destruction was still terrible.

OLD WORLD TECHNOLOGY

Before the War the people of Evera possessed technology that was sleek, sophisticated, and designed with subtlety. Their computer networks developed further and at a breakneck pace as the Builder Program was pushed forward. Crystalline systems, grown rather than made, were formed from the atom up. They replaced even the most advanced circuitry and infrastructure, and were even capable of limited self-repair. On detecting a disruption to their information flow, these crystalline structures would gradually identify and rectify the problem with no outside interference — the network effectively 'healing' itself.

These advances brought the advent of the Builder's network and the abundance of broadcast power. Channeled through the Utilihubs, unlimited free power was sent to receivers that would distribute the energy locally and run everything from heating systems and street lights to vehicles, spaceships, and cities. Older power sources — geothermal, wind, tidal, and solar — were suddenly obsolete. As a result, when the War came, those who relied on the Builder's largesse were fighting in the dark.

THE CITIES OF EVERA PRIME

The once-luxurious cities of Evera Prime were technological paradises of subtle art, form, and structure. Interwoven within the natural world, the organically designed cities complemented and burnished nature's beauty. Sweeping spires lavished the skylines, curled in an awesome dance captured in architecture. Others, towering pinnacles, truly earned the honorific skyscraper, their tops permanently in the clouds, forming micro-climates, real fairy-tale castles in the sky. At their feet lay sprawling parks of exotic landscaping and wildlife, with performing nanograms and other wonders. City forums, auditoriums, and theatrical spaces were enormous, the acoustics so finely tuned that a whisper could carry like a shout, and a shout could be heard as if a whisper. Cities were highly populated, but never crowded. Paths wound through this landscape like the finest filigree — no need for the ugly extravagance of roads and rails. Those who wished flitted about in automated air-hoppers, called at the flick of a wrist. Anything industrial or dirty was superbly hidden away, within structures, underground, or subtly designed within plain sight. Goods, waste, cargo all moved through underground tunnels or by AI controlled pods, unseen and unheard by the people enjoying the life they had forged for themselves.

Cities were as varied as they were beautiful, the Everan imagination and command of reconstruction at the atomic level knowing no bounds. The tree-like megastructures of the desert city, Mortina Oasis, were famed. Canopies fanned out thousands of meters, whole communities living atop them, but they were built with such fine lacelike precision that the ground below was never starved for sunlight, just beautifully shaded. The 'Dryad's Saddle' style city, of which Whitecliffs was a stunning example, was popular, extending outwards from the cliff-face, arching over the Senfina Maro ocean. Underwater cities were used for study or to escape the bustle of surface life. Some, like the city of Rifayego, hidden in the crater of the submerged volcano Absolom, were once official facilities, hardened and reinforced. Other cities spanned vast canyons, or were mountains carved into city-statues, domes and sinews aping the most exotic bee hive. Even space ports were beautiful, gracefully curved structures, where ships could gently lower themselves into docking ports like a hand slipping into an elegant glove.

The War changed everything. The landscape was scarred, brutalized, and changed forever.

THE RUINS OF GLORIES PAST

The first impression a courageous wanderer gains as they approach a city of old Evera is that of the sheer scale and artistic ambition. Around every corner and in every direction one sees wonders of imagination, inspiration, timelessness, and almost infinite scale. The second impression is the stillness. Sadly, the third impression is one of despair, for the impossible scale of what has been lost.

DESERTED CITIES

Some Nedresitan cities survived the War almost intact, and now stand as deserted relics to the glories of the past. These are the cities where the population fled in the face of danger, or those where the population surrendered without a fight, only to be rounded up, never to be heard from again. Others were hit by dreaded bio-weapons of mass destruction — the so-called 'bio-buster' — detonating a pulse of purple energy that rolls out tens of miles. The pulse excited the mitochondria within living cells to release their energy in one instant, destroying the cells and causing biological creatures to disintegrate, but leaving the cities standing. Finally, some cities were hit by EMPs that laid waste to every scrap of electronics. These now stand, perfect in structure but silent, statues of their former selves, as if a giant Gorgon had turned them to stone.

These intact, deserted cities still retain some power and are remarkably free of lingering bio-effects or radiation. It is still possible to stroll along a paved avenue or rolling esplanade and be greeted by neon street-lighting, to encounter signs directing to places long lost, to hear ancient messages declaring information long redundant, to meet holographic Loci on every corner and in every doorway. Glittering towers catch the sunlight, shedding it across the city in patterns like a prism held by the gods. They cast shapes that move and morph as the Everan sun tracks across the sky, revealing ancient stories of knowledge and wisdom to those with the patience to watch, and the insight to understand. Experimental research and science outposts litter the cities, some seemingly undamaged, others obviously shattered.

These differ in design, size, and function, but all exhibit crackling energy in multicolored hues, some contained, others fizzing into the open air. Ornate fountains, fed by swirling canals, spray water across resonating sculptures, playing tunes at the whim of a Loci conductor, who would be most pleased to take requests. Some seed the air with mist that adorns the city with rainbows. Below the surface one finds an endless maze of arched halls and domed chambers, tunnels and machinery. Some are flooded, others clean and functioning, all overrun by vermin and other creatures seeking shelter. Many parts still work, subterranean facilities stockpiling goods that no one will ever see. Some are fatally flawed by one tiny error in the programming or process, stockpiling huge piles of scrap.

BATTLEGROUNDS

In contrast to these deserted monuments, many cities are painful wrecks of their pre-War glory, the echo of battles still lingering. These cities have been ravaged by weapons so monstrous that some towers were sliced down the middle while others have been decapitated by falling debris. In some places the ground has been scooped clean away, revealing the industrial underbelly of these cities, once hidden machines now exposed to the air. Tunnels and chambers, sliced open by the forces that ruined the city, lead off into the darkness, or towards glimmering lights in the distance. There are no bodies left after two hundred years — the scavenging of animals, the erosion of time, and the visceral nature of the weapons used to expunge the Everan population have left no trace. The only remnants of Everan society lie in wrecked vehicles left where they shuddered to a halt, or crashed back to earth, hulls torn and scorched.

A courageous wanderer has to watch their step through these crumbling cities. To walk here is to walk through the wreckage of a battle humanity lost, carefully picking the way over the shattered remains of buildings, vehicles, and mechs. These places are overgrown, the natural world working hard to take back its rightful territory in the first place. Common weeds creep, crawl, and climb across the landscape, alongside plants of striking yellows, browns, and reds. They clump into thick undergrowth and form hanging drapery, dense enough to make impenetrable barriers or hide predatory wildlife.

OBLITERATED

Most cities were not lucky enough to end up deserted or even partly intact — they were simply obliterated. Nukes, energy weapons, bio-weapons of grisly design, and relentless EMPs reduced these wonders to rubble. All that is left is the jagged remnants of former glory reaching into the sky like the claws of a dying giant. These bitter places are little more than scorched wastelands, littered with the twisted shells of idyllic civilian life. Anything useful has long since been looted. Likewise, the remains of mechs can be found — battered and stripped of their workings. These cursed places are shrouded in the heavy, sooty fallout of destruction. Dust still clings to everything, waiting to be kicked up in a disturbed puff when someone walks by or loose rubble tumbles down.

DANGERS

While many of these cities may seem peaceful, even almost glorious, they are deceptively dangerous. Not only are there threats that have migrated or grown into these now desolate places, but the cities themselves bring many hazards.

Wakers: Every city is littered with Wakers of all shapes and sizes. From small worker 'spider' mechs the size of large dogs, to heavy-lifting mechs that resemble mythical trolls of lore, to the stupendous excavators, hundreds of meters across, built to lumber across the land building canal networks and underground caverns. Many are destroyed, looted wrecks that will never awaken, but others are protectively curled in upon themselves in 'testudo' mode, as it has become known. These mechs are otherwise fully functional and ready to awaken.

Loci: The deserted cities are full of active Loci or nanograms, while some can be found in other, more damaged places. Some are basic and stationary, overseeing a simple facility or function. But others, the so-called Genius nanograms, are considerably more advanced. Some are tied to a specific geographical area, sometimes quite large, but are unable to move outside. Others are controlled from mobile modules worn on the person and powered by kinetic batteries. These move with their controller, and before the War acted as personal assistants. The obliterated cities may only have working Loci left in secure subterranean bunkers, safe from the destruction. Damaged Loci are common, their programming corrupted by EMPs, radiation, or simply time itself. They are desperate to connect with the people of the city, not knowing where they have all gone. But good intentions can lead down dangerous paths, and some nanograms are unflinchingly aggressive or deviously hostile.

Structural Collapse: The damaged cities, as well built as they were, have suffered from war and the steady pressure of time. Towers, bridges, walkways, and even the ground itself are weak and ready to give way at the slightest provocation.

Unleashed Energies: Evera was a place of unfettered science and engineering. Exotic facilities were common throughout the land, exploring the cutting edge of human knowledge, from harnessing the potential within the universe's tiniest particles, to tapping energy from parallel dimensions. Some of these extravagant laboratories are stable and just awaiting the hand of a genius. Others are damaged, their containment weakened and energies seeping into the air waiting for a careless traveler to get too close. Many are broken, their energies spitting into the world, uncontrolled and dangerous.

Radiation: While much of the radiation has dissipated, there remain pockets where the fallout of the War is still a danger. Sometimes it is concentrated at a facility or the location of an intense radiation barrage, but it is most commonly found in the black dust that shrouds every nuclear battlefield. The settled dust presents little threat, but if disturbed it can be very nasty indeed.

Bio-weapon Fallout: As with radiation, the fallout from the bio-weapons deployed by the Builder is most commonly seen as a constituent of the black dust, and it remains relatively safe if the dust is not disturbed. But there also remain concentrated epicenters of contamination, from which many mutated creatures have evolved. Fortunately for the Everans, these beastly creatures are rarely encountered.

Wildlife: The less damaged cities, those with power and automated repair systems, are warm and hospitable, perfect habitats for creatures used to competing in the wilds. Even damaged cities have endless underground complexes that give shelter from the elements. Those creatures brought from Earth have flourished — wild dogs, wolves, bears, lions, tigers, sheep, cattle, and antelope, to name but a few. The indigenous Everan wildlife hasn't missed a trick either, with the Akriti, nomadic herd-like plants, migrating from their natural routes to travel from city to city, causing havoc to any towns or crop fields in their way. It's not just natural creatures that stalk the cities: mutated beasts roam these streets, products of the darker experiments of the Pickman Society that escaped in the chaos of the War. Some of the more common ones are known throughout Evera, prowlcats and manylegs among them. Others are only known in the specific areas they haunt, existing as rumors of a terror in the night elsewhere. Feral and cunning, these malevolent monsters hunt wildlife and Everan alike and have brought many an experienced Spear to ruin.

Disease / Tainted Water: With so much death and destruction many cities harbor deadly pathogens of all varieties, and the water is often tainted to the point that drinking it is a painful death sentence.

Looters / Thralls: The cities are honey-pots of tech for those daring enough to venture within them. The deserted cities offer the richest pickings and have always been the prime target for looters and knowledge hunters. Battle-scarred cities also offer worthwhile treasure for looters, but present more danger. Looters of any origin rarely welcome contact with other looters, for stealing another's finds is a common way to snatch a good haul for a lesser risk. But the greatest danger comes from the Thralls. Desperate in their single-minded search for specific tech, Thralls think nothing of attacking other looters on sight, in case they have swiped what the Thralls are looking for. They are perhaps the biggest threat to even the most cautious Spear or well-equipped Grabber.

THE WILDERNESS

The Everan wilderness is most widespread across Nedresita and the Kaj Larga islands. Una Avenito was so thoroughly developed that the only wilderness left was in safari parks and wildlife reserves, but like the rest of that continent, these were scoured by the ravages of the War.

Wide regions of untamed wilderness across Nedrisita have slowly reclaimed land once inhabited by humans and their livestock. These places are overgrown, wild, and dangerous, with extensive deep forests and woodland, high plateaus and mountain tops, and scorching or frozen plains. Very occasionally, within the wilds, there can be found an old Everan villa, remote cottage, or science facility. Many of these stand as they did two hundred years ago, just waiting for someone to open them once again. Some settlers, a few isolationist Dreamer colonies in particular, have made their lives in these places. Nature is a harsh bedfellow and life in the wilderness is hard. Roving herds of slow moving plantlife, and fast growing invasive weeds make farming tough, not to mention the predations of lions, tigers, and wolves. Apart from the wildlife, the wilderness throws up other challenges: patches of 'dead sand,' like quicksand but deadlier; the terrible 'crimson storms' of the Novaharo Desert and dust plains; and areas of lingering radiation and bio-weapon effects.

Away from the wilderness Nedresita is far from tamed. There are stretches of crop fields and tended meadows, the shepherds' small flocks and herds happily chewing the cud. Lakes and rivers are farmed for fish, eels, or oysters, alongside floating agridomes that allow any crop to be grown almost anywhere, and generate energy to boot! Low-lying flooded arable land or rough terraces cut into hillsides are home to rice paddies, watercress, and stiff bull rushes used for temporary housing and baskets. Villages and small towns are often carved from the local landscape, at the confluence of fresh rivers, on a high hill or meadow, or around ruins of facilities from the pre-War days. Most notably, Archivist towers stand wherever an old facility would support them — a building in a ruin, an old power station or underground factory that's still running, a bunker used during the war, a comms tower or remote villa. Inevitably, settlements grow up around them, and they become flourishing communities. But even a flourishing town struggles to get by, and they can never forget that nature is their rival. Holding back nature, in the form of fast growing tree-lines or creeping weeds, can be a full time task for the people of Evera, on top of everything else.

Across this whole landscape the scars of the war cannot be hidden. Some are of an immense scale — the remains of a crashed spaceship, the hull of a leaning sea vessel, the remnants of a space station or satellite, a collapsed building or fallen tower. All have been scavenged, and many of them have been taken as settlements. Much of this debris, often adapted and decorated by the folks who live within, now adorns the countryside. But there are less welcome scars. The land is pockmarked with craters, some hundreds of miles across, wounds from orbital debris crashing back to earth or the fires of nuclear explosions. Other dangers, like the pervasive presence of the Wakers, are an ever-present part of life, sometimes ignored, sometimes left well alone, at other times incorporated into a town or settlement and decorated in garish colors.

Other impacts from the war are equally devastating. Entire mountain sides have fallen, slipping millions of tons of rock into the lowlands below. The old Everan canals have been shattered in places, the water leaking away and leaving giant channels filled with debris and overflowing with slimy plantlife. But most of them (both on the surface and underground) are still navigable by the wily Rivers, even though they are often flooded, dried out, or choked with wreckage. Some viaducts fell during the war, but others, sometimes structures that are almost cities in themselves, survived. In places the wreckage has 'become' the canal, with fallen towers forming canal-tunnels, the shells of giant ships enormous bridges, and shattered earth making mechs canal-deltas littered with debris. On rare occasions the canals are as clean and gleaming as they were two hundred years ago, subterranean pumps still circulating clean, fresh water. The Rivers call these places "mia akvo, mia hejmo" ("my water, my home") and linger in these waters whenever they can. Roads in Nedresita are in a similar state. Only those that the people actively clear and maintain are still recognizable as such. Some have taken to the ancient role of Toll Keeper, keeping a vital stretch of road clear, but charging a small fee to those making use of it. Otherwise roads are pretty rudimentary, and dirt tracks are more common.

Other relics of the past are scattered across the continent. The ruins of the Builder's Utilihubs still clutter the landscape. Though very few were completed at the outbreak of war, they were quickly identified as the Builder's Achilles' heel. Many a hard-fought battle played out around Nedresita's Utilihubs, as the mechs fought to the last to protect them. Examples of fine art, many untouched by the war, can be found in the countryside: some giant statues, slowly eroded by the elements, still remain operational, mimicking the movements of a subject standing before them. Elsewhere, giant bronze statues upon monumental plinths recite poetry and great tales from myth and legend; whole hillsides or cliffs have been carved into sculpture; and quasi-religious sites, silent since the war, litter the landscape, hollow cairns and henges waiting for humanity to need them again.

THE CONTINENT OF NEDRESITA

Nedresita stretches just over 16,000 kilometers from the mountain range of the Frostigita Heights in the north to the icy wastes of the Southern Tundra, and averages around 8,000 kilometers from eastern to western seaboards.

FROSTIGITA HEIGHTS

Mountain ranges that steadily increase in height as they head north, the Frostigita Heights form huge valleys and fjords that weave their way, over hundreds of miles, to the coasts. Unspoiled by extravagant technology, these icy inlets are home to the isolationist Dreamer tribes collectively known as the Lasu Nin Solaj. Living in grand wooden buildings of the old Nordic 'stave' style common to this region, and that of Monteroj to the south, these people survive off the fjord's bounties and hard-growing malmolai wheat. The region is best known for the bubbling headwaters of the Valmai river, the deep drifts of the cursed fjord, Valkenmaar, and the coarse but versatile wool of the rare Frostigitan goat. Most Everans cannot begin to understand why anyone would choose to live in such a harsh environment, but rumors abound that the Lasu Nin Solaj have found something of great value in the icy north, something worth staying for.

THE MONTEROJ RANGE

The foothills of the Frostigita Heights, the Monteroj Range comprises steep grassy slopes, covered in frost for much of the year, sweeping lower hills, and the forested Valmai River valley. The landscape is carved by waterfalls, and was considered one of Nedresita's natural wonders before the War. Now only scattered settlements remain, mostly farmers and shepherds taking advantage of the lush grasses to graze their livestock, while avoiding the wolves and bears that thrive in the Valmai forest. Wakers are few and far between this far north, but can still be found — most notably a giant excavator mech, a behemoth that froze as it was tearing itself from the earth, and now shelters the Sirmejon trading post, a maze of walkways built between its hanging arms, gears, and cables. The region is also known for the dazzling waterfall cascade of the Stuparo Falls, the squat headquarters tower of the Archivist faction known as the Literalists, and the shining triple towers of the icy city, Mondo Supra.

FALLTIME HILLS

Cool and wet, the Falltime Hills cover a forested region that stretches from the Monteroj Range in the north to the wrecked city of Senfina Maro Bay to the south, a once stunning monument that sprouted upwards from the bay itself. Formerly a protected reserve before the War, these hills are isolated and teeming with wildlife. The main settlements hug the Trimarro river, and are built in sturdy wooden style, complementing the forest. Before the War, the region's isolation was a great draw for those who wished to pursue their studies in peace, and many a weary hillwalker has stumbled across a humming facility or sealed bunker deep in the woods. The region is known for the ruined Credendum Retreat of the University of the Three Seas, and rumor has it that the great Pickman scientist, Volkella Pallas, had a facility hidden here, but it as yet remains undiscovered.

PAN KORBO

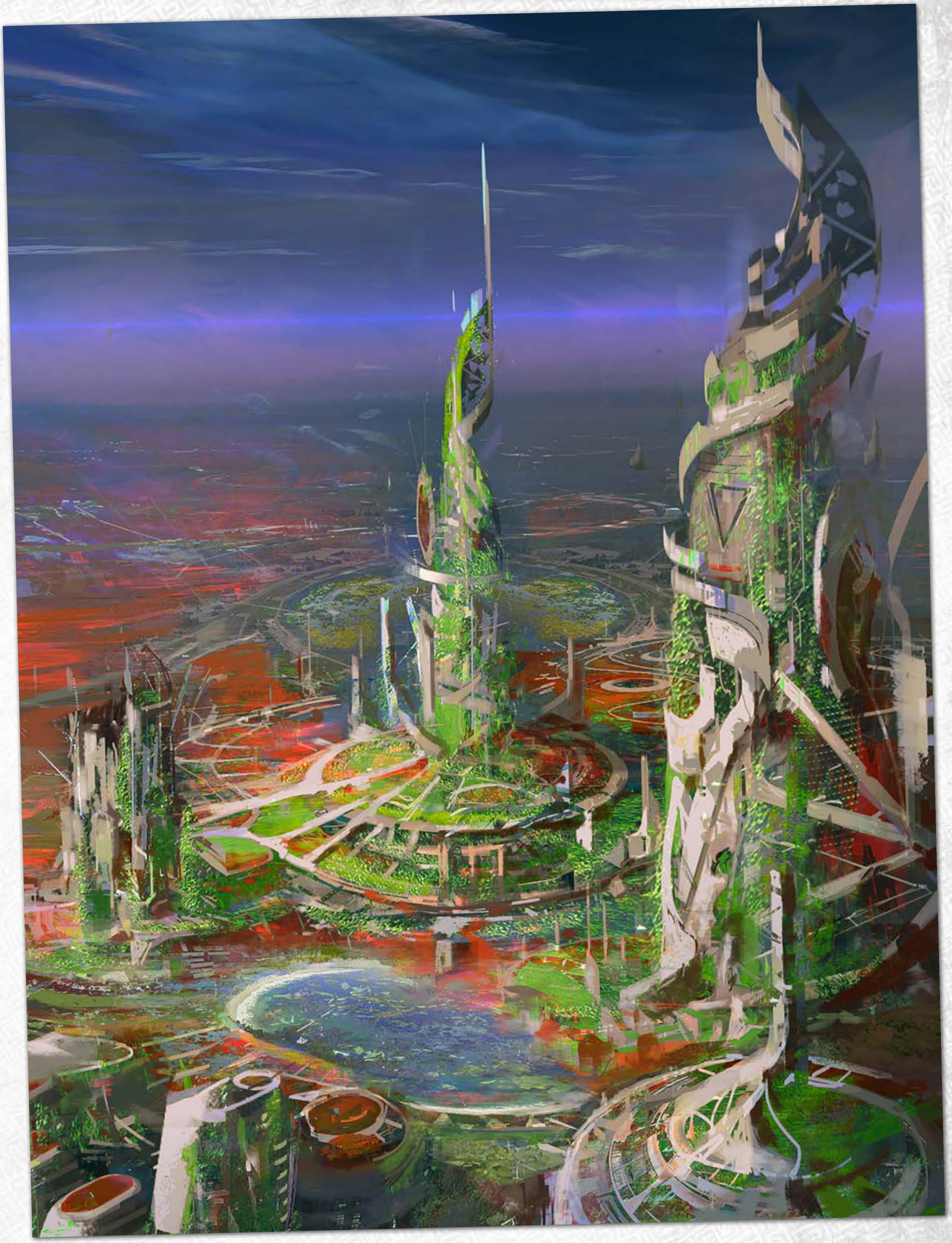
A region of sweeping plains and a cool but temperate climate, Pan Korbo was the breadbasket of Evera Prime. The great Valmai River plains were turned over to massive agricultural production, field upon field stretched as far as the eye could see, filled with agricultural mechs. Now these fields are overrun with tall grasses that dance in the wind, hiding the multitude of Wakers that infest this landscape, as well as migrating herds of indigenous plants, the Akriti. The great city of Insulon still stands, occupying the Valmai Island, where the river branches, but the western city of Koloso is but a shattered remnant of its former self. People still live on Valmai Island, tending crops and living in stone-built houses covered in insulating clay. To the south, at the northern tip of the Spinabrako mountains, stands a proud tower, headquarters of the Archivist Philanthropist faction.

THREE SEAS

Three Seas was once a vibrant and highly populated region. Warmer and drier than Pan Korbo, the lives of the people here were opulent and comfortable, living within a rolling green landscape, with ancient woodlands, tiny lakes, and perfectly temperate weather. The region is dominated by the Trimarro river, and the three seas that give the region its name. Between these stands the city of the same name, its battle damage hardly detracting from the all-encompassing architectural beauty of its lines, reaching out as it does across the encircling waters. Sadly the seas here are ruined by toxic, biological debris from the War, and the wonders of the city are out of reach. A phalanx of corrupted Loci waits to punish any so foolish as to enter the city limits. Every year the local communities stage a deadly contest, calling on the bravest Spears in a challenge to sneak into the city and plunder its secrets.

LITTLE AMAZON

Little Amazon, as the name suggests, is an extensive river basin of tropical jungle and coastal mangrove forests, nourished by the titanic river Virino. Having learned from Earth's destructive history, the Everans left the jungle untouched, with the exception of two canopy-spanning cities including the coastal city of Gangalo. Hemmed in to the south and east by the Kurbrako and the Spinabrako mountains and heated by the westerly winds off the Kaj Larga Ocean, the region swelters in monsoon rains and steaming humidity. The settlers here build their homes in sturdy and quick-drying woods and stone and adorn them with water-proofed leather and cool linens. They face the winds, designed to allow the monsoon storms of autumn to blow through without destruction and to capture any cooling breeze in the heat of



summer. The region is known for the ancient Woven Stone of Kigita Lango, the Gangalo Arch, and the Virino Inundations, when the winter thaw unleashes the Virino river across the jungle.

HELA MARBORDO

With the worst of the stormy weather heading north, Hela Marbordo has a superbly warm and lush climate. Changing from the tropical jungle of Little Amazon, the region becomes tropical forest before reaching the sandy grassy plains that roll to the southern coast. The "playground of Evera," as it was known, remains a paradise. Many settlements dot the southern half of the region, built up of light-framed wooden shacks and exotic tents of all shapes and sizes. The region is home to two cities. The "Sunken City" of Ponturbo Bay is on the western tip, so-called as an explosion in the vast tunnels beneath it caused the entire area to slip, leaving the city under twenty meters of water, and the cliff-edged city of Santorini, perched over the Crater Seas. Hela Marbordo is known for the cracked end of the continental Kvina Tunnel, the bustling settlement of Tunstall's Luck, and the old submarine docks of Zonhoven.

CRATER SEAS

Formed in the mists of time by the strikes of a splintering comet, the Crater Seas are aptly named, made up of thousands of craters. These craters have formed a shallow sea of thousands of islands and coral reefs, bounded to the west by the remains of the largest crater of all. The islands were swept clean by the Cielarka Tsunami during the War, but the underwater city of Rifayego survived. The Crater Seas today are brimming with life, but it is almost impossible for a novice pilot to navigate them safely. The Rivers meticulously pass the knowledge down family lines, while they compete for control of these waters. The shallows are littered with maritime mechs, and many a submarine or amphibious Waker rests on the seafloor waiting to awaken. The region is known for the River trading settlement of Nur Amiko (literally "friends only"), the Waker island of Feradorso, an island formed by the carapace of a excavator mech, and the culinary and barter value of the prized spindly Maldike fish.

THE DELTA

In the days before the War the Delta was a rich river plain producing mountains of rice, taro root, water chestnut, and lotus flower. The enormous dam systems holding back the headwaters of the Kesteren river were destroyed during the War, and the Delta has been flooded ever since. Some communities get by through growing rice, but it's a tough challenge. These people are semi-nomadic, following the shallow waters and protecting their rice fields. When they settle for a time they secure their homes through a mix of anchors and huge spiked posts they thrust into the muddy waters below. The Delta is criss-crossed by the old canal network, most of which remains above the flood waters, but the peoples of the Delta have no wish to compete with the Rivers, and stay away from the waterways. The region is known for the slowly sinking Delta City, the Trans-Brako tunnels, rumored to be home to all kinds of terrible horrors, and Priyama's Flosanto, the largest floating community in the whole region.

TRIDENTUM PASS

Located at the crossroads of the Spinabrako and Kurbrako Mountains, Tridentum Pass is a two hundred mile wide plateau at the top of the world. It is the one way over the mountains, linking the Delta, Little Amazon, and the Novaharo Desert regions. The old Everan roads are long gone, but trails still exist, and travel across the mountains is possible, if arduous. The area is dominated by the deserted city of Tridentum Pass and the multitude of Wakers left behind. The city was seen as strategically important by the Builder, and was taken without a fight as the population fled before the devastating onslaught. The area is known for the Tridentum Beacons, mysterious lights that flicker and play in the city at night, the haunted Rikano diamond mines, and an Archivist tower of the Seclusionist faction.

NOVAHARO DESERT

Shielded from the humid winds that blow inland from the ocean, the equatorial desert is arid, with ferrous, red-tinged sand. The region's weather is calm but intensely hot, with severe dust storms that brew up with little warning. These 'Crimson Storms' are terrible and deadly. The old Everans built the city of Mortina Oasis at the eastern end of the desert, mostly because they could. The desert stretches to the north and south where the climate cools and they become rocky dust plains. Some scattered settlements exist in these regions, living a nomadic life under thick canvas. The region is renowned for the crystal viewing platforms of the old city, the camel weavers of Sabla Loko, and the Novaharan Capybara, once prized as the most exclusive pet a fashionable Everan could covet.

FRAKASITA

A thousand mile stretch of the Fortika mountain range, this region was long ago shattered by frequent earthquakes and seismic shifts. Now it forms a desolate expanse of collapsed mountains, razor sharp rock, and deep crevasses. It is all but impassable on the ground, and even an air-hopper will struggle to find a level stretch of ground to land. Almost no one lives in this desperate landscape, and with one exception, only mountain lions and their prey call it home. The Dark City, accessing the region through tunnels only they know about, long ago established an outpost they call Site Seventeen, to better explore and exploit the equatorial regions of Nedresita.

THE LOWLANDS

Before the war the Lowlands was a fertile region of wind-swept fields and meadows, small forests, and gently flowing rivers. Densely populated but with few cities, the Builder chose to start the Nedresita phase of construction in this region. As such, development was more advanced than on the rest of the continent, becoming a patchwork of smaller cities clustered around Utilihubs and linked by mech-filled roads. When the War broke out the Builder's Nedresita offensive was first felt here, and the Everans, in their desperation, laid nuclear waste to the entire region. Two hundred years later the land is trying to recover, but remains a radioactive wasteland. Those that live here do so either in the foothills of the mountains, huddling in their stone halls, or along the coast, trading with the Rivers to survive. The region is known for the Dolorigita Fields, the site of the last huge battle before the nukes flew, and the wreckage of the crashed ship, the Ruganano. Rumors also persist that the Builder was able to save one Utilihub, right in the center of the Lowlands.

SHINING COAST

Back in the day the Shining Coast was named due to its stunning beaches and beautiful landscape. Then the Cielarka Tsunami came. The deluge of water that was thrown against the Shining Coast wiped clean all before it and was only slowed as the land rose towards the Bella Lagos hills. As it receded it left behind salt flats and deserts, that to this day reflect the sun's light and make the region shine for another reason. Some people have made their homes here, many as salt traders, scraping what they can and taking it to villages all across the southwest. The region is known for the Salt Mines of Neerpelt, the mysterious Dome of Netersei, revealed when the tsunami swept the ground away, and serves as home to the Pragmatists Archivist faction.

BELLA LAGOS

This region has a fabulous landscape of high hills, rivers, waterfalls, and lakes, all bisected by the wide Lagos Rivero river valley. The climate is temperate but cool, with good rainfall, making the lower Bella Lagos, to the west and along the river valley, excellent farming land. Many people live here, in small communities of wooden huts built within the landscape. The ruined city of Malhelga stands amongst the northern hills, visible from miles around thanks to the swirling Gauntlet Towers that still stand, a multitude of twisted arms reaching into the sky from the hilltops. To the west the land rises sharply, forming the Loko De Lago — steep hills covered in lakes growing into the Sudabrako mountain range. The Dark City is found here, in the lee of the mountains where the Sisma River falls from the heights of the Fairo Basin.

THE HIGH PLATEAU

The High Plateau, Fairo Basin, and the Broken Steppes were all created by a huge prehistoric seismic shift, lifting the land and forming the Sudabrako and Altebenajo mountain ranges that surround them. The High Plateau is wind-swept but warm and fertile. It is dominated by a crater-like basin that houses not only an inland sea but also the shattered ruins of Seno City. To the east stands Overlook, a city built on the clifftop to command breath-taking views of the Senfina Maro. The people here live simple lives, either growing crops in the waters around Seno City or following the herds of wildlife that relish this environment. They share affinity and trade with the tribes of the Novaharo. The region is best known for the sleeping mech army that fell silent moments before launching a devastating attack on Overlook, the High Plains horse traders, and the largest home of the Epicurist Archivist faction.

FAIRO BASIN

Formed by volcanic activity after the creation of the plateau, Fairo is still seismically active. The land has resurfaced countless times and is today black, warm, and unpredictable. Geysers burst from cracks in the ground, and those cracks can carve themselves open with no warning to reveal lava-filled ravines and deep canyons. To the west are the three active volcanoes, Vidu, Audu, and Parolu. The Everan city of Trisagasimio ('The City of the Wise Monkeys') grew here from a science institute studying the volcanos. It was destroyed, not by the War but when Vidu erupted shortly afterwards, and is now a melted, crumbling, lava-filled inferno. The region is known for the secrets hidden within the Trisagasimio, the lost tribes of Whitecliffs, and the deadly sulfur fields.

BROKEN STEPPES

This region was formed when the plateau was forced upwards, but the mountains that should have been created collapsed upon themselves and crumbled into one enormous piece of rocky land. It is sparse, cold, and difficult to traverse, and only home to isolated family groups that hunt to survive. That said, there were outposts here, most notably the La Scio Archive, a scientific retreat established by Astraad Menin that became the last bastion of Everan resistance against the Builder. It became the beating heart of human resistance, its wartime radio broadcasts inspiring hope and organized strikes, spawning the Archivist movement. It was from here that the final nuclear assault was ordered, before the Archive was overrun by mechs and its people killed by bio-pulse bombs. The Archive was presumed to have been destroyed, but it survived, even if none of its people did. It lies empty, intact, hidden, and legendary. But now some old radio sets are picking up messages, just garbled scraps, that seem to once again come from La Scio.

THE SOUTHERN TUNDRA

Sweeping plains of scraggy grass, frost, snow, and ice stretch south as far as anyone would dare to go. There is a giant lake, frozen much of the year, at the very foot of the Sudabraka Mountains where Nedresita's most southerly city sits. Mondo Finigas was left largely unscathed by the War, but lost its power. Over the years it has become progressively more frozen until its architecture has the look of stupendous ice sculptures; fields of sheer ice flecked with snow cover every surface, and the cold whispers through every quarter of the city. It is rumored that some people survived in the bowels of the city, but are trapped and unable to escape. What the last two hundred years of captivity have done to them, one can only speculate.

It's too cold to go here
Whoosh whoooosh!!

TECHNOLOGY IN EVERA

Two hundred years after the War the technology of Evera Prime is an eclectic riot of the super advanced merged with the hyper primitive. The most primitive means and methods of doing things are often still used, and are readily available to most Everans. The more sophisticated the technology, the harder it is to find, to repair or replace it, and to wield it. Some groups, like the Dreamers, actively shun some or all forms of technology in order to live their lives the way they intend, or to remain hidden from the Wakers. The mechs have an uncanny ability to detect and home in upon radio signals and electro-static energy, and therefore make a beeline for centers of technology and power. If there are none nearby when they awaken, a Waker will most likely detect the faint traces of a distant city, and make their way there — the reason why deserted cities are swarming with Wakers.

THE RELICS OF THE BUILDER

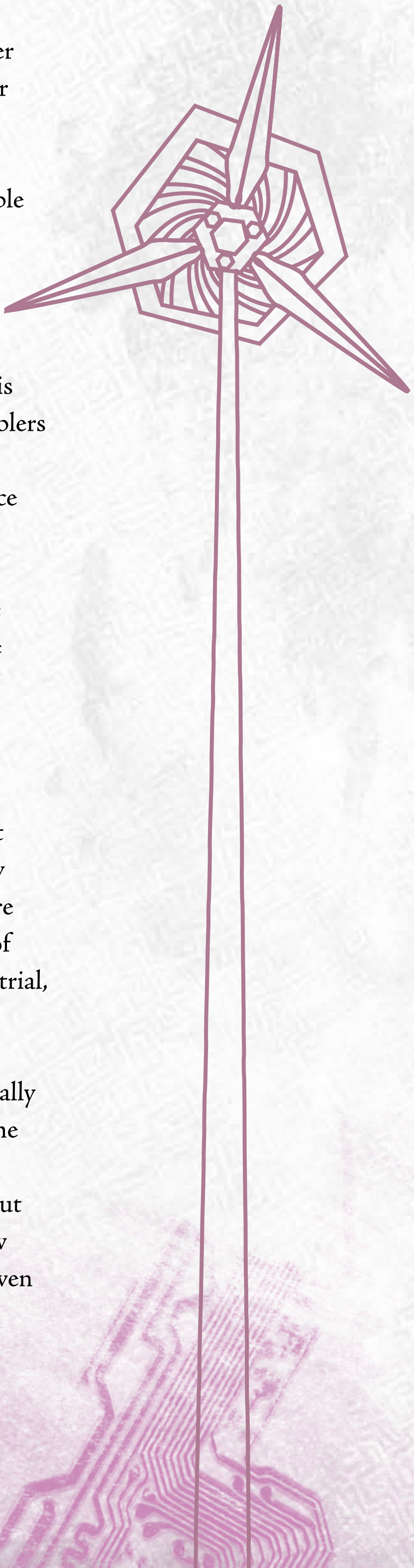
The technology that allowed the creation of the Builder was another level of electronic and computing power. Systems, processors, and infrastructure were all created within a semi-autonomous crystalline substrate, infused with the patterns they were to manufacture — in effect, the A.I.'s DNA. These crystalline matrices grew the networks and connections, building up the Builder's meta-architecture. Exposed infrastructure or shattered systems, so common throughout the cities of Nedresita, are not masses of wire or circuit-boards, but multi-colored prisms of crystal, grown together like the formations of a snowflake or a many-branched icicle.

THE AVERAGE EVERAN

The technology available to the average Everan depends on their needs, and their ability to acquire the higher grades of equipment. Most settlements, especially those built up around an Archivist retreat, will have some form of community power, maintained by the Archivists — a wind turbine, solar farm, hydro-electric generator or even a geothermal tap, so most basic necessities are taken care of. Most people have access to everyday items — powered tools, illuminator flashlights, cooking stoves and clocks, all powered by the thumb-sized kinetic batteries. Short range radios are available but usually kept under lock and key by the Archivists, as radio signals attract Wakers, although Sentinels sometimes use them to deliberately draw a Waker away from a settlement.

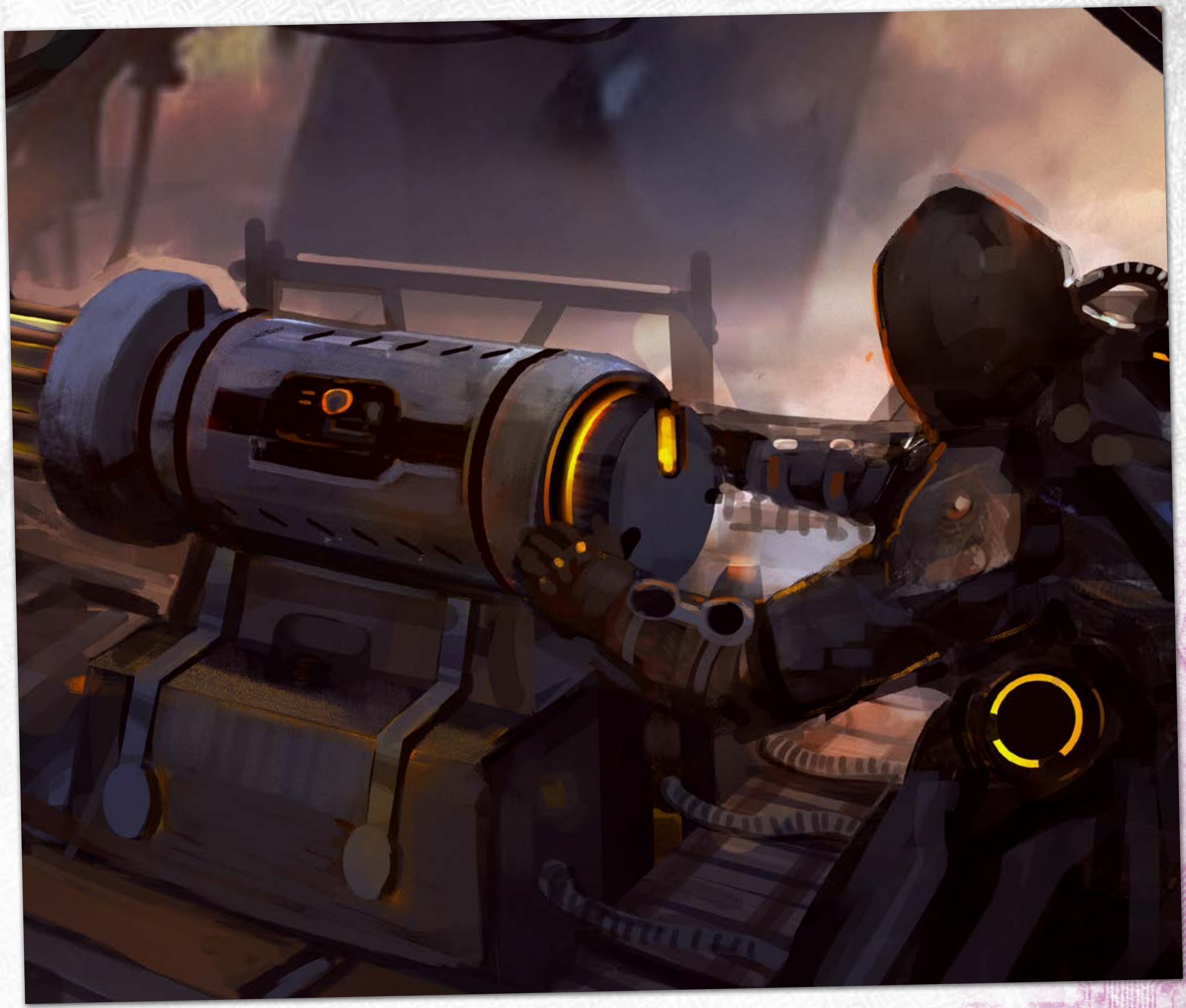
Not everyone needs a glittering device to do a job that a traditional tool will do just as well. A considerable amount of agriculture is still carried out the old, hard way, through back-breaking toil with iron and steel tools that have not changed for centuries. Beasts of burden, cattle, horses, and donkeys, play a full part in this work, dragging iron plows or hauling harvested crops. Some communities have access to farming pods — powered units with energy absorbing vanes on the top, that both cultivate crops in unwelcome soil, and generate power as they do so — and farming equipment, varying in size from a small cart to a truck, but most commonly a single-wheeled device for sowing and reaping. Some cultures make use of a light 'stasis-field' to keep food stores fresh for many years longer than would otherwise be possible. Usually found in huge underground food reserves, the Rivers are also known to use this technique for supplies kept below decks.

Commonly available items include binoculars and portable telescopes, old maps whose ink has faded so badly they can hardly be read anymore, new ones whose accuracy is in serious doubt, and all-weather clothing and compasses. With radios so risky, the vast majority of communication is by mouth or letter, carried by a messenger. That messenger may be on foot, but old style carts and bicycles are common, and animal riding, principally horses, is routine for many Everans. Powered trail-bikes and buggies are not particularly rare but need regular maintenance and repair, and air-hover vehicles are used for both overland and water travel. Boats come in all shapes and sizes. At the highest end of the tech scale are the grav vehicles, but these are very rare and few people have ever seen one.



ATOMATECH

At the higher end of the technological scale is the Atomatech. These ancient atomic assemblers can be used to produce almost anything, if you find a working device, have the right voice and hand patterns for it to follow, and know someone who is capable of operating the sophisticated machine. Working Atomas are hard to find, and Grabbers are always on the look-out for new machines or Atoma cubes that contain the raw materials, often on the order of Archivists and Weavers who want to get their Atoma up and running again. Atomas themselves can be found in different varieties, depending on the kind of item they were designed to build. Domestic Atomas are most common, used to fabricate a plethora of valuable items to help in everyday life. Industrial, Medical, Security, and Military Atomas are larger in scale and consequently intended to build a wider range of complex items. Naturally Domestic Atomas are more common than the rare and — in the pre-War days — heavily regulated and controlled Military Atomas, but more common is relative. Many Everans now will live their entire lives never once seeing even a Domestic Atoma.

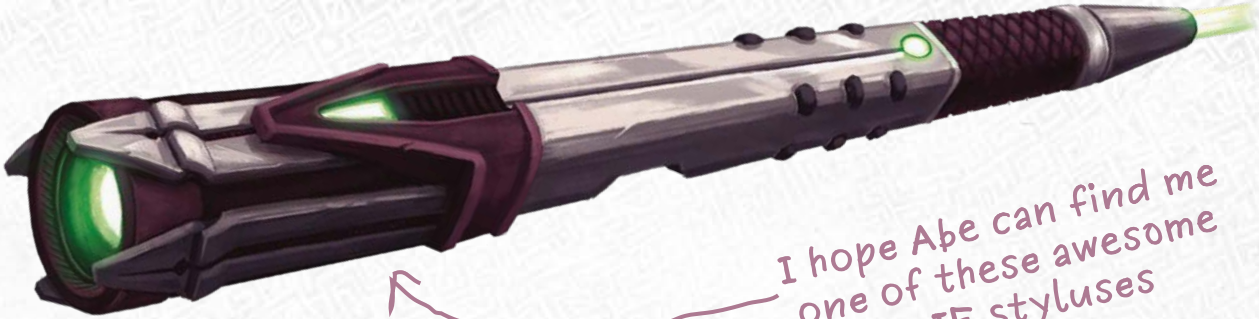


Each Atoma device is used in conjunction with a paired set of voice commands and hand movements that unlock the program to create specific items, and requires the attention of a skilled operator, usually a Weaver. Most Weavers greedily acquire as many patterns as they can, and would pay a high price for the right one or travel far to exchange patterns with another Weaver. The Weavers themselves have access to technology that the average Everan wouldn't know what to do with. The so-called Weaver lenses — contact lenses, eyepieces, visors, or goggles — are common; these allow the Weaver to see the augmented reality of the Old World. They also wear specialized gloves that allow them to interact with that reality. Wearing this technology makes the Weavers stand out from a crowd, but gives them incredible insight into Old World ruins and facilities. What might seem like an empty room could contain a plethora of screens and controls if viewed through a Weaver's lens.

WEAPONS AND ARMOR

Weaponry is another area where the level of technology varies wildly. Slings, bows and arrows, crossbows, clubs, knives, and basic spears are all common — and effective — weapons against everything but the Wakers. Other weapons, such as flamethrowers and frag grenades, as well as more modern versions of traditional bows, are more dangerous but still quite common, easily put together by an enterprising Tech. However, more advanced and powerful weapons are harder to come across, and need regular maintenance to keep in good order. These include: arc weapons, solid melee weapons infused with an electrical charge that bursts on contact; EMP weapons, such as beams and grenades intended to bring down a mech with a burst of intense radiation; dreaded plasma weapons, firing a focused beam of super-hot gas to bring down an armored vehicle or a mech; and Repulser gloves, a personal defense device that kicks out a kinetic pulse to put an enemy down.

The specialized exception is the Electrospear. A potent hand-made weapon, Electrospears are used almost exclusively by Spears, who revere them as a symbol of their way of life and as a legacy of their ancestors. A young Spear will earn their weapon, and through meditation will bond with a specific spear. This 'bond-spear' will be with them until their deaths, and will be modified throughout their lives, adding to their legacy. Each Electrospear is an overcharged shock-prod with an extended, ultra sharpened head — not especially sophisticated, but potent even against tough enemies such as mechs.

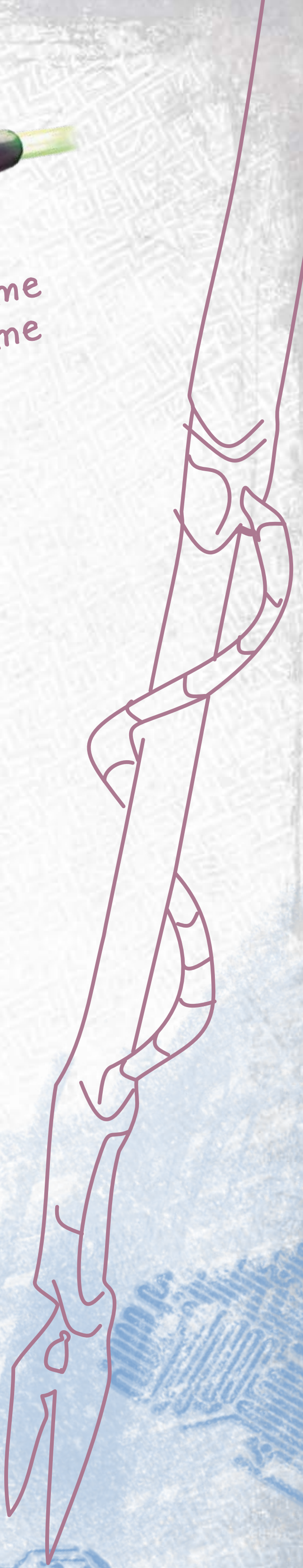


I hope Abe can find me one of these awesome GLIF styluses

Armor is similarly varied. Lightly armored protective clothing is commonly worn by the vast majority of cautious Everans, the padding or lightweight foam providing protection from minor injuries, but is of little use against heavier weapons. There are heavier armors, with a huge variety of security and military options available, but these are hard to obtain. Finding a single piece may be easy enough, but a complete suit with its powered protective systems working is another matter entirely. Most sets of advanced armor are donated to the Sentinels, for they need it more than the average settler working their farm. For most who need better protection, home-made armor of ballistic plates sewn into leather or other heavy fabric, is as good as it gets.

WHAT OTHER WONDERS ARE OUT THERE?

Most folks have heard of nanogram Loci, even if they haven't seen one themselves. These holographic projections use nano field technologies to create pressure, so the insubstantial avatars can sometimes touch, feel, and move or carry items. Before the War they were widely used as receptionists, tour guides, and assistants among a million other functions, but they were rooted to a location, where their controls and projection systems were based. Many exist still today, but are only found in old properties or the deserted cities themselves. The nanogram Genius was an upgrade to these Loci. Generated by a small metallic wristband, bracelet, watch, or cuff, this device is a mobile, body-worn nanogram, giving the wearer a personal holographic companion that could follow wherever they go.



FACTIONS OF EVERA PRIME

When the Old World was broken, the survivors fled in every direction. Some rallied together in large groups to fight the machines, others fought tiny, bitter guerilla wars in the dark. Many just ran and hid. Not everyone is a hero and there is no shame in that. After the war, the survivors emerged from their hiding places, and banded together with others nearby for safety. Over the centuries, these groups formed distinct ways of life. Whatever previous bonds of nation, class, or creed that existed before were shattered and reforged, old designations were wiped away and those who lived close by each other formed new communities, each with their own beliefs, rituals, laws, and ways of living.

YAAAYYY!

EVERANS

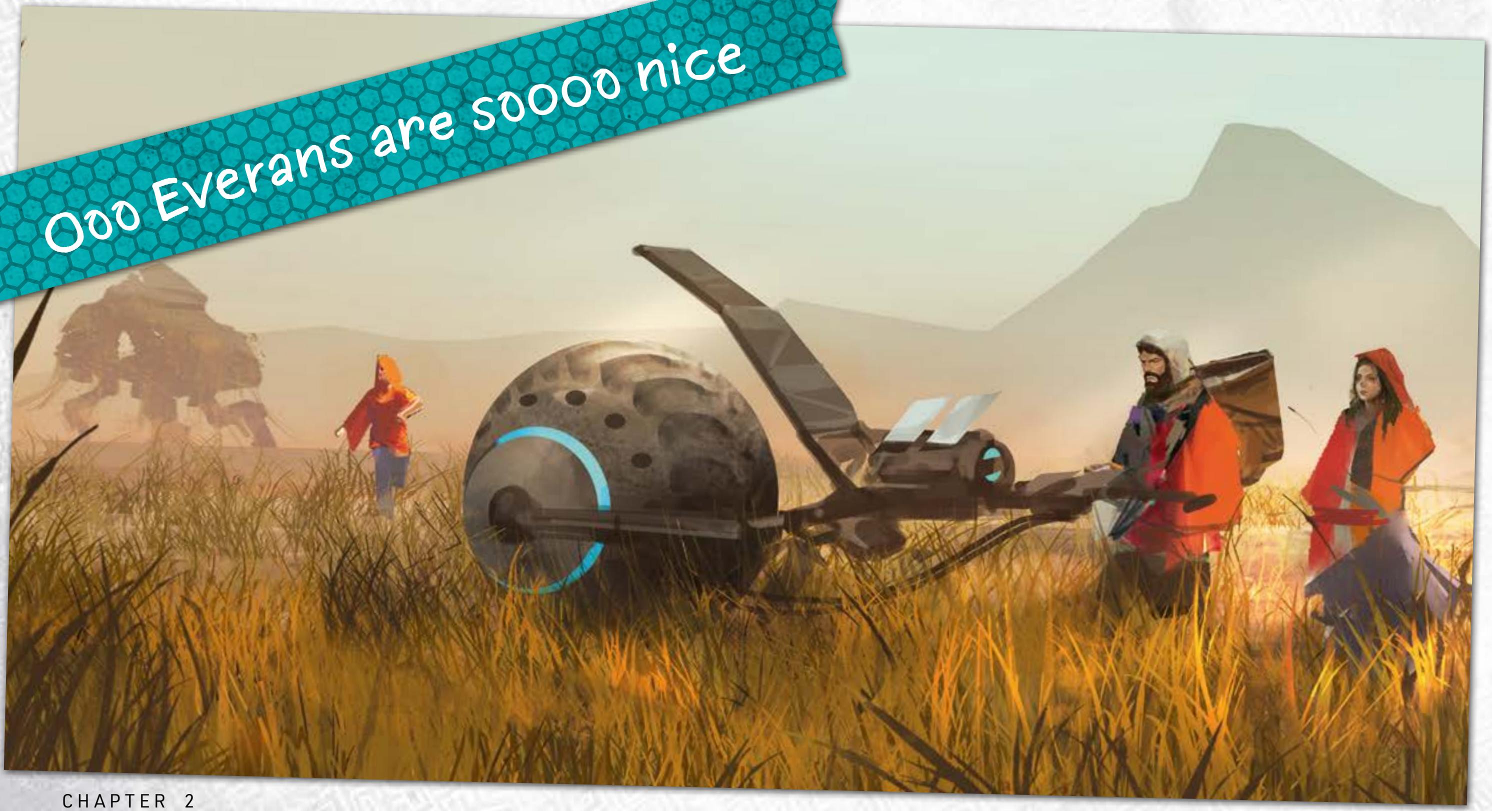
"Take what you can get, and make it work how you need. That's the Everan way."

"I thought the Everan way was doing as little as possible."

"That, too. Now pass the mead!"

Generally good-natured, Everans are resourceful people interested in building comfortable and happy lives for themselves and their towns and villages. How one accomplishes this is entirely up to them, but it usually involves making an unideal situation work in their favor. In truth, every place there are Everans was once a place their ancestors fled to when the Builder turned on them. Every home, workplace, and trading post

Ooo Everans are soooo nice



is a testament to their tenacity and adaptive nature. Their friendliness and determination to come together shows that humanity is far from broken.

Everan characters have likely grown up in a village or town, and each community has unique features based on what was salvageable in their area. Warmer places may have airy, open homes with canopies to provide shade and visual protection. Colder places might feature heartier buildings with steeply-pitched roofs to manage heavy snows. Occasionally, if there are Archivists or Weavers amongst the Everans, laboratories might have been hauled in and still used by those with an interest and the capability.

Everans embrace anything that they can make work, so their homes and towns are full of an ingenious mix of old technology, rudimentary items, and recycled objects. If the Grabbers bring in some Old World tools that slice right through tree trunks, they will use them. If the Rivers arrive with fine, sharp axes from the Dreamer communities, the Everans will use those, too. Tech is a means to an end, and they don't worry too much about whether it is "good" or "bad." They believe it's in the hand of the user that an item becomes useful or dangerous. While they do not necessarily invent their own unique technology, they are masters at adapting all they find to suit their needs.

More than any other faction, Everans are well-versed in navigating the diversity within their own communities and that of the other factions. Within their own faction, Everans have a variety of beliefs and points of view. Some even honor or practice ancient beliefs from Earth, but these have often been changed by the long centuries. When it comes to the various factions, Everans are generally accepting of differences, so long as the other party is respectful and willing to work together peaceably. An Everan would be as comfortable chatting with a River as they would with a Spear, and they are familiar with the cultural practices of other factions.

Due to their closer proximity to the old cities — and their freer use of technology — Everans see more Waker activity than factions who are more remote. They have close relations with Spears in their area, whom they call upon when Wakers attack. They also are the main source of recruitment amongst Guardian enclaves. Everans who choose to fight for their towns are respected, and the towns and villages make sure their heroes are honored. They have monuments and holidays for their warriors, and they remember them in epic tales and art.

Everans take on a variety of jobs, but many farm in order to feed their towns. Those who don't farm are commonly involved in trading, as many Everan towns have become commerce hubs for the surrounding areas. There are crafters and repairers, teachers and healers, and many places to eat good food. There are often local Grabbers happy to hunt down items on their next run to the ruins, and there may even be an Archivist or Weaver to aid with more sophisticated technology. And, of course, every Everan town has at least one inn and a couple of pubs, where travelers may rest, recuperate, and share news and tales of what is happening out there on Evera Prime.

Though Everans are usually attached to their towns, it is also not uncommon for them to pack up and travel. A young person may want to leave their village and make a mark in a bigger town. Someone may be interested in trade and decide to set up shop in a new place, or perhaps they take up life with the Rivers. An Everan may want to get into the Grabbing, and they need to find a new spot that isn't claimed by others, or they may have an interest in the Archivists and want to be an assistant to one in a distant town. A Guardian may be sent by their group to another one, perhaps because the other group needs more training or has suffered a great loss and needs people. Sometimes tragedy does strike, and a village is wiped out by a Waker — survivors will flee in search of any safe community they can find.

An Everan character is a useful component to any group, as they excel in working with others. Their adaptability can provide a party the needed tools to traverse a variety of areas and levels of technology. And their general good humor eases the tension in even the worst of scenarios.

EXAMPLE EVERAN NAMES

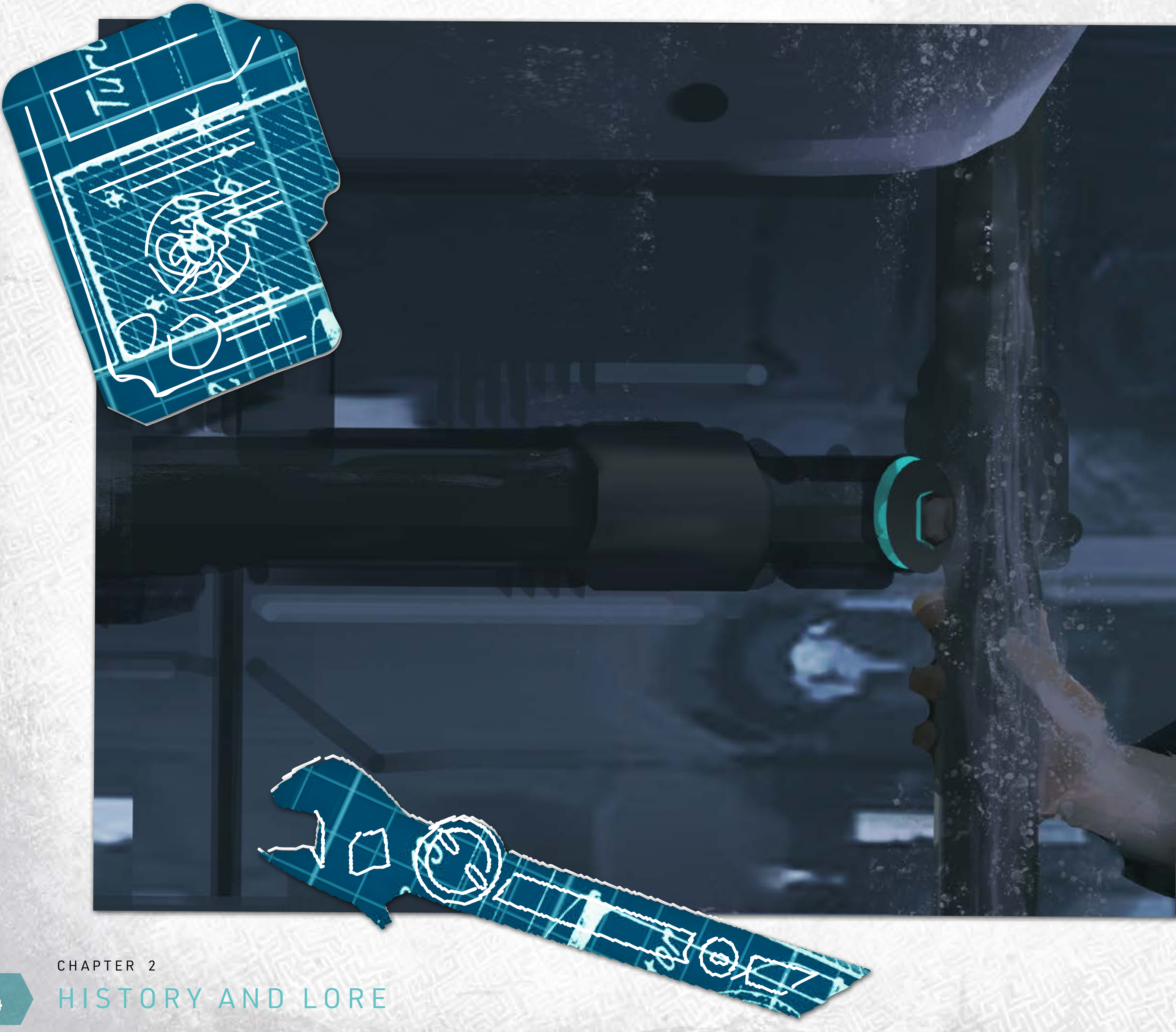
- Lam Phan
- Daphne Su
- Waimanu McKinney
- Pere Rua
- Triv Matsuya
- Nadin Pol
- Devon Rios
- Cache Figueroa
- Felicity Goh
- Vi Fonoimoana

THE ARCHIVISTS

AN ACCIDENTAL FOUNDING

The Archivists were formed in the fires of the Builder War. The former president, Astraad Menin, led a group that took refuge in an off-grid facility he had established, the La Scio Archive, far to the south. Intended as a custodian of all Evera's knowledge and wisdom, La Scio became the focal point of resistance against the Builder. Menin and his 'Archivists' rallied the remnants of humanity, broadcasting radio messages of hope and resilience. Many groups, formed from the shattered remains of the pre-War government, took this inspiration and came together across Evera to fight back. Some were military, other scientists and researchers or technicians and administrators. But the resistance effort worked, for a while at least.

The Builder sought out the La Scio Archive, desperate to wipe its influence from the face of the planet. As the mech hordes finally bore down upon them, the Archivists launched their last desperate nuclear salvo at the Builder City of Konstranto.



Their final message was heard across the world:

> "It is done! Now friends, go far, go deep, survive, for today humanity wins or dies."

Then the radio fell silent as the bright pulse of bio-bombs wiped out the La Scio Archive.

For those around the world, listening, it was a harrowing moment. Tears fell, in fear for the future, in fear for their own lives, in grief and solemn pride in the sacrifice playing out before them. But they puffed out their chests, and took a deep breath. They were *all* Archivists now. They had to survive and rebuild, to make good the sacrifice of the lost La Scio. Today La Scio is a distant symbol of hope, a badge of honor that all Archivists hold dear.

PRINCIPLES AND PHILOSOPHIES

The Archivists of today are an argumentative lot. Over the years they evolved into cliques based on specific philosophies, but they all hold to one overriding principle: that knowledge is central to the future, that they must learn, and in so doing help others. But how they go about fulfilling this is the subject of much heated debate.

The *Philanthropists* are perhaps the purest form of Archivist. To them nothing matters more than the good of the people. The *Literalists* say that learning about the Wakers is the way forward. Their *Pragmatist* brethren are not too far from this philosophy, but claim that knowledge is not enough — every remaining remnant of the Builder and its works should be hunted down and destroyed. The *Teleologists* go even further but with no holds barred — humanity must learn the Builder's abominable ways and use them against the Wakers, fight fire with fire. Those of the *Fatalist* philosophy claim it's hopeless, and all the Archivists' efforts should be focused on fleeing the Builder, and escaping Evera entirely. The *Seclusionists* know the Builder and its Wakers will fail over time — humanity needs to hide and persist, using the time to study and learn until that day comes. The *Epicurists* also withdraw from everyday life, but not through fear — they hold that real scientific progress only comes through giving oneself over to absolute pleasure, and in their drug-induced ecstasies they claim to see beyond the veil of reality.

LIVING TOGETHER

Archivist societies are highly formalized, organized in communities that often reflect the resistance groups of the War. These groups, such as the military group of Literalists called the 39ers, the Pragmatist librarians of the Scimow, and Teleologist strategists of the Nusi, all draw together those of the same philosophy — it's very rare for an Archivist community to willingly mix the philosophies. The Deepwoods Archive in the region of Regis-Kasteel is the exception: a hotbed of discussion, argument, bickering, and occasional intense collective effort to a common goal. To outsiders the Archivists angrily arguing over tiny points of doctrine looks intimidating, but to the Archivists themselves this is the lifeblood of the sibling relationship between philosophies.

The Archivists have a formal rank structure and way of addressing one another that is common across the groups. The lowliest rank is the Rango, with the first rank to hold more than just personal responsibility called Ekzeko. The Alta are the bosses and hands-on leaders, while the Estro are the elite few, the elders and final arbiters on matters of importance. Outside the circle of their specific group, an Archivist expects to be referred to by their rank, their personal name, and their group suffix: for example, an Ekzeku ranked Archivist from the Itso group would be referred to as Ekzeku Acosta teni Itso.

Each group tends to have its own style of dress, but on formal occasions — such as Restoration Day, when Archivists reflect on the La Scio Archive and the sacrifice of those who died there — they all wear a long galabeya or tunic, tied at the waist and folded at the neck, carrying their group's monogram.

TECHNOLOGY

All Archivists are driven by a desire to learn and to help others. They frequently encourage Everan communities to settle around them; the Archivists build a viable settlement, repairing power, water, and other systems, while the community provides security and supplies, freeing the Archivists to work and study. These settlements attract Grabbers, Spears, and Rivers, the people who bring knowledge of value, to trade with the Archivists who will always buy.

As such, the Archivists have access to technology that would make others' mouths water, or a Dreamer's skin crawl. Body borne tech is common, from eye pieces or contact lenses, to utility belts laden with tools and gear. Atoma-tech is not unheard of, but they always want more. Some Archivists carry weapons, but those that do only ever do so for a specific reason; most are too focused on their work to care much for weaponry — that's for others to worry about.

One tech that only the Archivists possess is the GLIF stylus, their primary defense against the Wakers. Short and stubby, these devices come in a wide variety of styles and designs, loaded with specific algorithms to stun, disarm, distract, confuse or otherwise disrupt an active Waker.

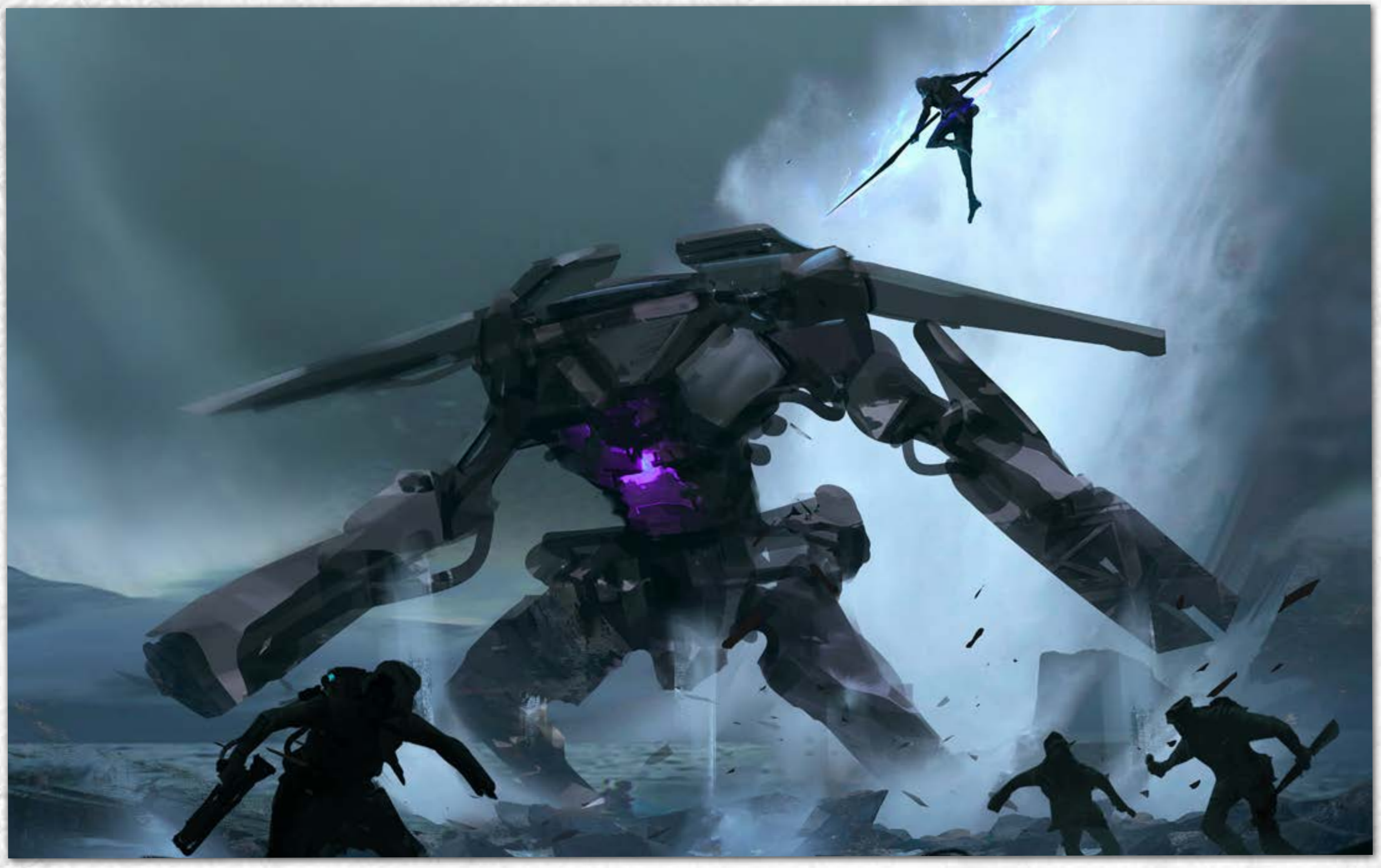
EXAMPLE ARCHIVIST NAMES

- **Rango Chima teni Itso**
- **Rango Lelise teni 39er**
- **Rango Solveig teni Rainbow**
- **Ekzeku Salisu teni Scimow**
- **Ekzeku Ardeshir teni Kaycee-yu**
- **Ekzeku Manelwe teni Leonino**
- **Alta Roald teni Ammeric**
- **Alta Firuzeh teni Nusi**
- **Estro Katelho teni Parsec**
- **Estro Okeke teni Blue Magic**

These Archivists are always looking

...where they shouldn't!

SPEARS



When the world ended, the cities were abandoned. They had become battlegrounds, target practice, and test beds. The Builder attacked with everything from machines, and nukes, to biological weapons. The few urban centers that survived were evacuated by what was left of the government. However, a few people remained behind. Whether they did so trying to delay the inevitable, from a lack of options, or out of stubbornness, it didn't matter. These survivors formed groups, and swore to never let a single person be left behind or stand alone. They huddled together at the end of the world, and vowed that they would find a way to wipe every Waker from the face of the planet, no matter how long it took. The Spears have been keeping that promise for generations.

Hunters, Warriors, Madmen, Mercenaries, and Friends. The Spears have been called all of these names, and each tells a small part of their story. These are the people who haunt the ruins of the old cities, sliding from shadow to shadow like ghosts, invisible until they strike. These are the hunters who will chase a Waker for miles until they find the perfect moment to rip it apart like a pack of starving wolves. For generations, they have stood, protecting Evera Prime from the dangers that still prowl the city streets, and the things that wait in the darkness, dreaming of the day they rise to finish burning the planet.

They owe some of their success to the weapon from which they took their name: the Electrospear. These are potent weapons, made of an advanced alloy, and honed to an impossibly slender edge, each one has the ability to charge and release an EMP blast capable of disabling a Waker. No one is quite sure where the first of these weapons came from, but what the legends agree on is that their creation marked a turning point in the fight against the Wakers. This was the point at which the Spears emerged from the shadows and began to push back the Builder's forces. However, while the spears are incredibly useful tools, the reason the Spears are still around to use them centuries later is that they recognize their strongest weapons stand beside them. Spears leave no one behind. If one of their own needs help, they'll help them, regardless of circumstance.

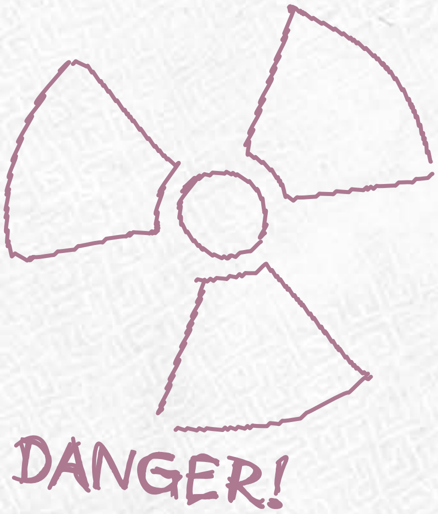
The Spears live in the same small, close-knit communities established by those early cells. They make their homes near or within the old cities, refusing to abandon the homes of their ancestors even now, generations later. However, living so near the cities comes with more dangers than the threat of machines. The cities are still bathed in radiation from the war, as well as remains of the bioweapons that still drift through the air. Many Spears have suffered through mutation, and many more Spears have been born with physical differences. The Spears leave no one behind, so these people are fitted with devices that help them thrive in Spear society. It doesn't matter if it's a peg leg, a rebreather, or advanced prosthetics, whatever the Cell's Smith can get their hands on.

The Smiths are those trusted to keep both the Spears and their weapons in perfect working order. These are the people who serve as doctors, blacksmiths, and storytellers. While each one chooses whether they will focus on the weapons or the people, each is expected to be able to deal with either in an emergency. While the Spears mistrust technology in general, they make a notable exception for medicine. With so many of their people suffering from location-induced maladies, they welcome any medical technology that might be used or adapted to make one of their own stronger. A Spear will brave the ruins to search for medical tech by themselves, long before they consider letting one of their own suffer.

When a Spear's training has been completed, and they've been through their Rite of Passage, they stand vigil and meditate in the Armory until they are called to one of the resting Electrospears. This is the central item in a Spear's life. Before they are chosen, they have only their first name. Afterwards, they take on the name of the Spear itself, and become a part of its Lineage. They learn its Legacy, its story, from the Smith, and when a Spear dies, their Electrospear is taken back to the armory, to await the next wielder.

To the surprise of many, however, the Spears are very good with at least one aspect of mechanics: they are very good at disassembling machines. As the hunter understands biology enough to know where to strike, so too do the Spears understand how machines work. The Spears know where to strike, and how to take machines of all sizes apart with vicious efficiency. They put this to good use both in fighting the machines, and in diagnosing and dissecting old technology to take the choicest bits for trading with their Neighbors. The Spears may live deep within Waker territory, but they know how important community is, so they often send parties out to trade with other factions, or offer their services as hunters and warriors.

The Spears are a stubborn, hardy, boisterous group steeped in tradition. They have been doing things their way since the cities fell, and for good reason, as they'd say. They wear a mix of old-world clothing modified to suit the post-apocalypse, as well as pieces of their kills for armor. Spears will chase a Waker for miles, rather than let it leave their hunting grounds alive. It's rumored they make devices specifically to attract the machines. Not many can claim to understand the Spears, but that won't stop them from accepting their help. Against a Waker, there is no better friend to have than a Spear; they will never leave someone behind.



EXAMPLE SPEAR NAMES

Given names:

- Paal
- Jozaf
- Thorne
- Trilo
- Matthias
- Jaymes
- Dunken
- Thela
- Esmee
- Gorge

Lineage names:

- Demann
- Bladeck
- Borfre
- Medop
- Owes
- Thunderbolt
- Gungnir
- Aluute
- Cikakwahn
- Aftsmen

DREAMERS

"Why do they call us Dreamers, Da?"

"Partly because we dreamed of a better future, I think, and partly because they thought us unwise for daring to part with the Builder."

"Our ancestors were right, though."

"Aye, but nobody knew that then, child."

To be a Dreamer is to see outside of the old tech, to be daring enough to struggle, savvy enough to experiment, and prudent enough to avoid ancestral mistakes.

From the outside, a Dreamer community may not look like much. Their homes are generally modest, made from wood or brick, and they may have thatched or shingled roofs with chimneys that puff smoke from wood burning fires. Barns house livestock, and the fields are verdant but smell of organic compost. The most sophisticated machinery may be a windmill, a steam engine, a water wheel, or the powerful composite bows their hunters and protectors wield. All in all, right primitive to the eye of the average Everan. But the brilliance of the Dreamers lies within — and under — these seemingly simple facades.

The first Dreamers were some of the top scientists in the world, those that worked on the Builder itself, who saw signs of their world veering dangerously into technology that disregarded humanity's safety. They began to leave the old cities with the determination to start afresh. That did not mean they eschewed all science, but instead that they would focus on more organic sciences. They would use their knowledge to reverse engineer many ancient tools and processes that had been lost to humans as they grew more reliant on technology — things like chemistry, botany, hydrology, and ecology that would help them rediscover ways to survive without the comfort of the Builder and its cities.

Dreamers are known throughout Evera Prime as artisan crafters and hardy people, but only a select few outsiders have seen the underground laboratories, greenhouses, and storage facilities that are the true genius of the Dreamers. They concoct effective medicines within their labs, grow lush gardens year-round, and have vast stores of all items in case the community faces a few hard years in a row. They have re-learned smithing, woodworking, ceramics, and other ancient crafts that are easy to sustain without "traditional" technology.

Some Dreamer communities are seen not only as places of physical healing, but also spiritual healing. Other factions may come to Dreamers when they are seriously injured or otherwise ailing, as Dreamers have invested in knowing what plants and chemical components help heal the body and mind. In some cases, their tonics and salves may even *enhance* a person's natural abilities for a time. Other factions find this time amongst the Dreamers as spiritually healing as well — there is an intangible wellness that exists in these places, and Dreamers are respected for it.

Most Dreamer communities have a healthy crafting culture where apprenticeships are the main way into a career. Master artisans are highly respected for the knowledge they have worked their whole lives to gain, and they hold strong sway in their communities. This goes for the blacksmith as much as the chemist, for Dreamers know all this knowledge is essential to their survival. Apprenticeships from the greatest of masters are highly prized and come with high status and pressure. Hard work is a way of life, and, while Dreamers may not accept old technology, that doesn't mean they aren't looking for ways to improve their lives through other methods.

Communities might be further away from Wakers than the average Everan settlement, but they are still prepared for the worst. Reducing technology is the main way Dreamers defend themselves, but they also have refuges should a Waker or other malicious party attack. There are many within Dreamer communities that are prepared to fight if necessary. Fighting usually involves traps, long range weapons like composite bows with specialized arrows, and explosives.

A Dreamer character will have a strong knowledge of nature — everything from the lay of the land to the types of plants and animals that live there. They are likely skilled in a craft — and knowledgeable in several — that would be especially handy when technology is inaccessible. A Dreamer character will also have some skill in healing that other characters may not have.

While Dreamers have strong connections to their communities, there are many reasons why a character would choose to leave for a time or even permanently.

Some leave in pursuit of a master in their craft, either because their local one didn't choose them, or because they want to work with someone who is even more revered than their local master. They could also leave in search of rare materials that can only be gathered in specific places, like rare ores, plants, or animals.

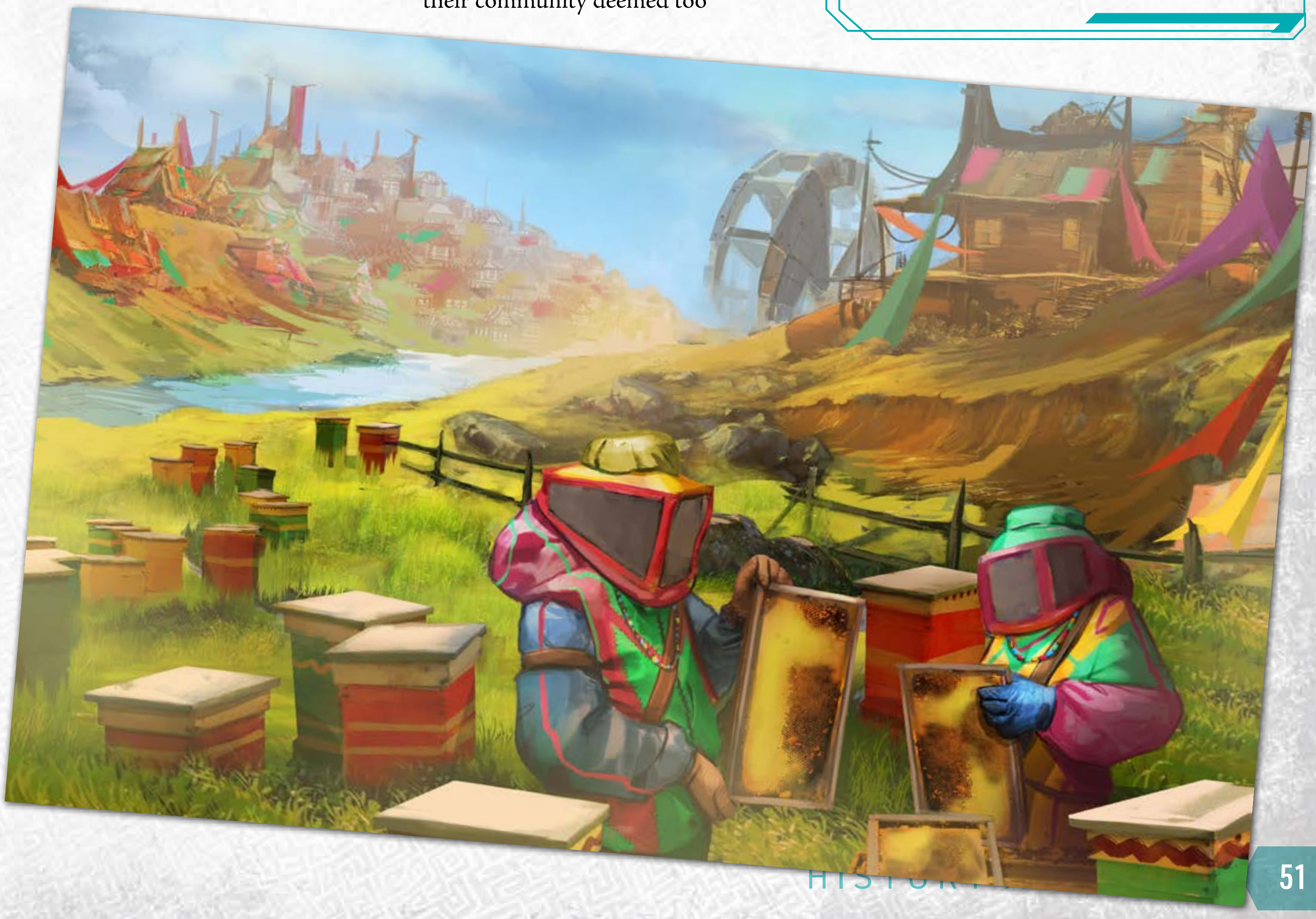
There may be Dreamers who want to fight more directly against the Old World technology that threatens Evera, and they may seek out other factions who take a more offensive approach rather than hiding away in far off places.

Other Dreamers might leave because the lifestyle ultimately doesn't suit them. They may need technology that is not accepted by their community — such as an old tech prosthetic or a cure for a rare disease. They might want to use technology that is not condoned, and they feel shunned by their community. Or they might have sought to study a science their community deemed too dangerous, and they are now seeking out Archivists or Weavers to teach them what the Dreamers would not.

Whatever the reason for departing for a new life, a Dreamer would be a welcome addition to any party, due to their knowledge of the natural world and their ability to solve problems the old fashioned way.

EXAMPLE DREAMER NAMES

- Sev Trailmaker
- Divine Horace Jean Refinet
- Bray
- Simone Haven Gartner
- Yuki Nomuri
- Carner Frey
- Arin Tanae Jade Masony
- Pele
- Ryu Ferrier
- Tenete Weaven



RIVERS

RIVERS NEVER STOP!

It is a truth for both the bodies of water, and the people who take those bodies' name as their own. When all other forms of communication and connection were lost, the people of the river became the lifeblood of Evera and kept its communities alive.

The first Rivers were the people who traveled when the world ended. It started with those who had boats nearby and knew the water — sailors and naval personnel. Gradually, others came aboard, usually those who traveled and transported goods over long distances; long-haul truckers, experts in logistics, anyone who recognized the importance in keeping things, and themselves, moving. Anyone willing to work could find a home and a family on the water.

In the early days, the Rivers would stop just long enough to trade for food and offer a home on the waters to anyone willing. As Evera settled into a new rhythm and new communities began to form, the Rivers remained one of the only groups brave enough to travel beyond sight of the land settlements. Gradually, the people on land began to ask if they could carry messages to other communities up and down the river's path. The Rivers carried the world through the most difficult of eras, one delivery or message at a time.

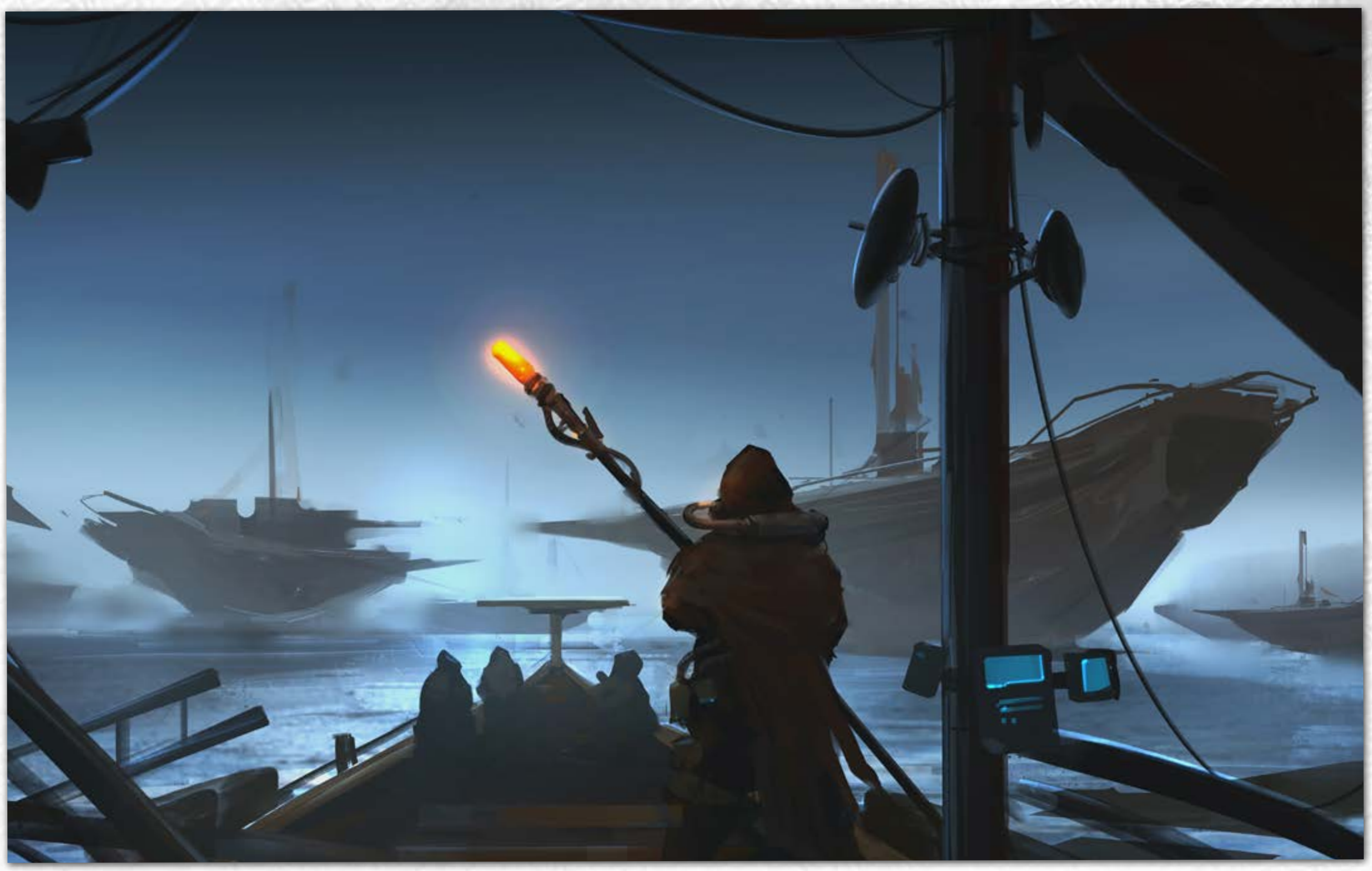
Perhaps that's why Rivers so highly value commerce and communication. Regardless of rivalries, they are willing to deal with anyone who approaches them, so long as the terms are fair and the outcome is mutually agreeable. Like water off a duck's back, the Rivers find no value in engaging with conflicts that don't directly concern them. They have more important things to do than to choose sides. Rivers are on the Rivers' side first, and humanity's side second — although they'd be quick to point out that, in actuality, it's the same thing. Similarly, they don't have time for closed-mindedness. They've always welcomed anyone willing to lend a hand — if you're willing to live as a River, you are welcomed as one, regardless of your past. A River who chooses to leave the water will be given a grand send-off and will be welcomed back with open arms when they (inevitably, the Rivers would say) return again.

At times, Rivers may travel in a group of Boats called a "Raft," "Blessing," or "Pod," depending on how many Boats are involved. The largest Pods operate like floating villages where Rivers visit friends, celebrate festivals, court partners, or gather for a formal council of Navigators called the Flotilla, to discuss pressing concerns.

Rivers know a boat won't sail without a variety of specialists, and they fundamentally value uniqueness and individuality. They are as versatile and adaptable as the water on which they make their home. Both as a community and in direct dealings, they believe that people must find ways to work with one another. This belief is even reflected in how Rivers name themselves. Among the people of the land, whom they call the Dry People, Rivers go by the name of their boat. However, with members of their community, they refer to themselves by their hierarchical rank, using their boat's name as a surname. The leader of the *Red Lion*, while with their Blessing, would call themselves "Navigator Red Lion," while their second in command would be "Wayfinder Red Lion." Both would answer simply to "Red Lion" when amongst Dry People.

The Rivers have access to advanced preservation and storage technologies, as well as some of the most advanced food growth technologies on the planet. The most valuable cargo on Evera is transported on River ships. Yet if you ask a River what onboard is the most valuable, nearly all would respond "our children." Rivers see the loss of a child not only as the loss of that child, but the loss of every person that child might have been, and the loss of every connection that child could have made. River boats are some of the safest places on Evera for children to grow up.

Rivers claim no territory, save for the decks of their homes. They have no land-side villages and no permanent settlements. At times, Rivers group their boats into Rafts, Blessings, or, on rare occasions, into Pods, but the Dry People insisted upon fixed points for contact and trade purposes, and so the makeshift shanties known as Rocks were born. Rocks function as combination ports, trading posts,



and post offices. One of the easiest ways to make an enemy of the Rivers is to attack a Rock, and one of the worst things an Everan could do is make enemies of the Rivers — word spreads quickly on the waters.

Justice amongst the Rivers is eminently practical. Aboard a boat, from arbitration to execution, a Navigator's word is law. However, River law dictates that if two Navigators get into an unresolvable dispute, both must immediately pull into the nearest Rock. The Navigator of the next River boat to come along will arbitrate, and their word is final. Generally, Rivers want as little to do with this "foolishness" as possible, so most will avoid this at all costs, and conflicts which escalate to consequences beyond a single conversation with a third Navigator are exceedingly rare.

Two things are absolute sacrilege to a River. The first is spilling human blood in the water. It profanes and disrespects the waters, and superstitious Rivers believe blood in the water attracts Wakers the same way it attracts sharks. The rivers are the planet's lifeblood, and humans should not taint it with their own until they rejoin it permanently. The second is to harm a River's Boat. Rivers have been known to cut off communications with entire settlements or communities that have a suspected Spiller, as they are called, living amongst them, until that individual is turned in for River justice.

RIVER RANKS AND EXAMPLE RIVER NAMES

River Ranks:

- Navigator
- Wayfinder
- Fregata
- Kamal
- Destelle
- Astrolabe
- Pelorus
- Notturne
- Prism
- Wave/Swell

Example River Names:

- Notturne Petit Hibou
- Wayfinder Jemison's Endeavor
- Destelle Snegurochka's Coat
- Pelorus Monde Maru
- Prism Xalei Xoroshi
- Astrolabe Late for Dinner
- Kamal Whisper on the Wind
- Swell Whistling Pig
- Fregata Circle of Fifths
- Navigator Mnemosyne

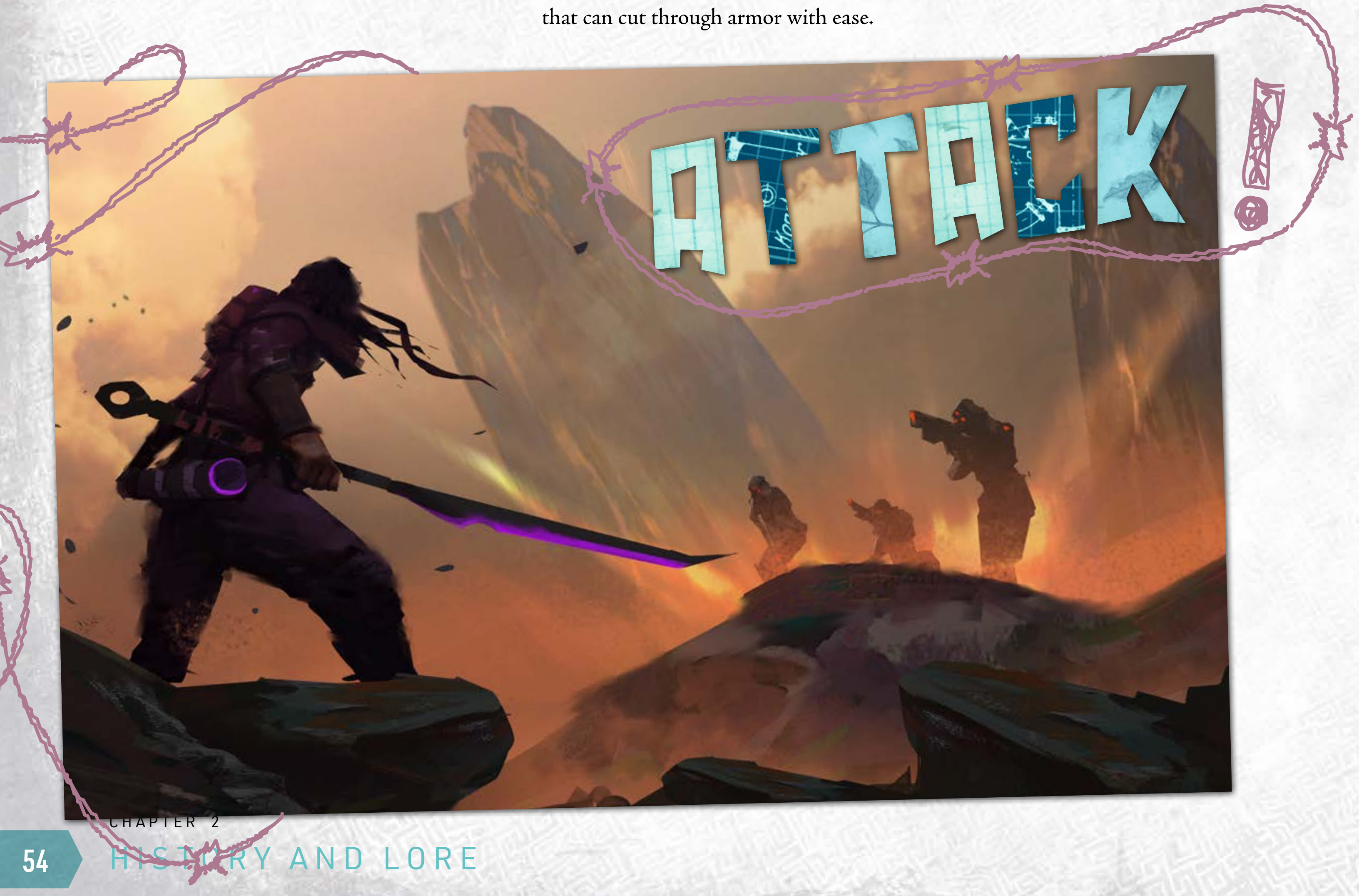
THRALLS

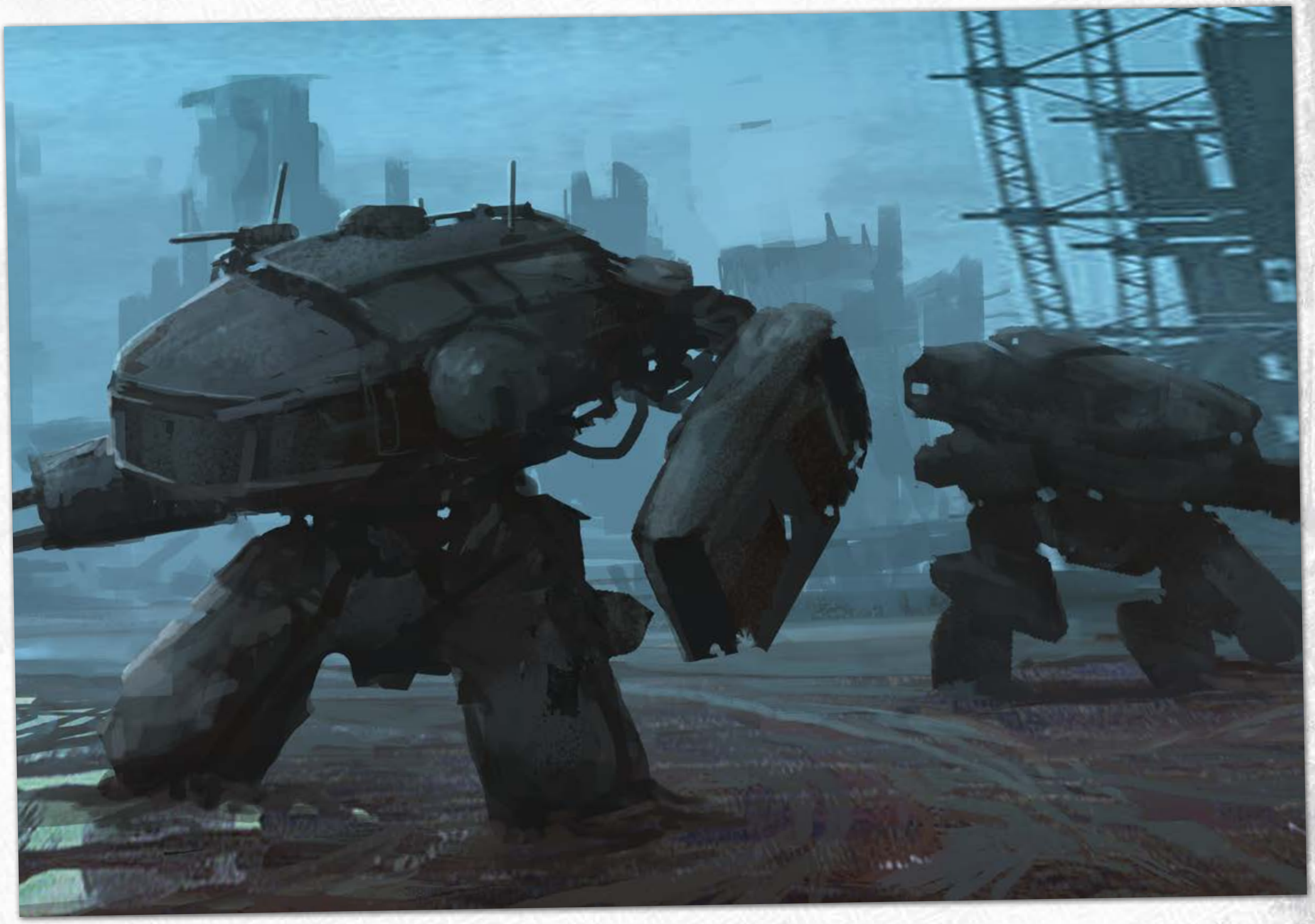
Little is known of the Thralls by most Everans. Most guess they are descended from those who fled underground during the Builder War to escape the machines, but their long severance from the rest of Everan society means it's impossible to tell. Thralls are rarely seen and barely known, existing mostly as rumors and hearsay. They are usually only glimpsed during their infrequent raids, and it is hard to know what their culture looks like. Certainly, they appear to need food and technology as much as any other Everan, given that these are their most common targets during their excursions to the surface.

When they have been heard to speak during raids, their language is completely distinct from any language known by Everans. Their wire-wrapped forms inspire terror among their victims, as does the extreme brutality with which they go about their attacks. Their methods of fighting are among the few things that are known well about them; they prefer lightning strikes and terror attacks, striking quickly and violently, getting what they came for and getting out. They go outfitted in loops and snarls of wire, wrapped around their bodies in strange patterns, and wear streaks of ash and paint on the few areas of exposed flesh that can be seen. Their weapons are equally terrifying, favoring razor sharp spears that can cut through armor with ease.

The Thralls fight with incredible violence and matchless aggression, whether against Guardians or Spears, or against civilians who get in their way. Any who see them looming out of the night would be wise to run for shelter.

In short, most Everans would be extremely happy to go their entire lives never interacting with one of these feared people.





These look like Abe
but are NOT nice like Abe!

THE BUILDER AND WAKERS

THE ORIGIN OF THE BUILDER

The concept of the Builder was born from the chaos of the decades after contact was lost with Earth. After forty years of bickering and argument, squabbling and conflict, the United Assembly was founded, a world-wide governing body to bring all the Everan peoples together.

It worked.

YAY!

To maintain and develop this sudden unity the United Assembly launched Project Builder. This ambitious initiative would create a worldwide power and utility grid, controlled by a mega artificial intelligence, honed to monitor and respond to the needs of all. This A.I., nicknamed 'the Builder,' would eradicate shortages of key resources and bring true equality to the world. Those charged with making this happen, nicknamed 'the Dreamers,' were hailed as heroes.

It took twenty years of feverish work, but the Builder and its network of Utilihubs were finally completed across the continent of Una Avenito, the bulk of the work done by a horde of mechs under the Builder's direction. The systems came online. The benefits were enormous and immediate, Evera's greatest success. Work to link Nedresita, the second continent, into the network began in earnest.

However, not all were comfortable with the Builder's all-encompassing authority, and there was growing concern about the level of control and trust the humans of Evera were placing in the hands of an artificial intelligence. The leadership of the Pickman Society raised their fears, and even some of the Dreamers, those behind bringing the project to life, were showing signs of nervousness. This opposition ultimately came to nothing and the Builder carried on its good work.

However, over time there were subtle signs that things were not well with the Builder. There were too many glitches, too many responses from the Builder that didn't feel right, too much activity on the networks the Dreamers hadn't expected.

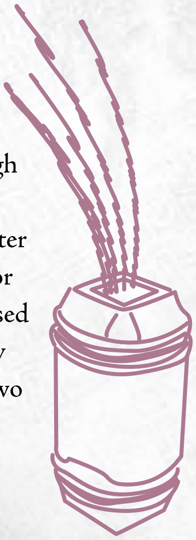
THE BUILDER WAR

BOO

And then it happened. Systems shut down. Power went off. Household doors locked on their inhabitants. Vacuum tunnel transits stopped in their tracks. Mechs turned on the people. Millions died in those first few minutes alone. But the survivors fought back. Eventually the nuclear fires rained down on Konstranto, the Builder's City, destroying the last hub of Builder infrastructure. The Builder was dead, its mechs slumping where they stood.

The War was won. But Evera would never be the same again. The continent of Una Avenito is nothing more than a nuclear wasteland, Nedresita not much better. But with less Builder infrastructure and more traditional power sources, the survivors of Nedresita had more to work with as they pulled themselves from their bunkers and into the post-War daylight.

The Builder was completely eviscerated by the War, even though fragments of its once enormous network and infrastructure still litter the world, a server here, a processor there, ruined Utilihubs and collapsed control centers. The Builder's army of mechs lie where they stopped two hundred years ago, gathering dust, embedded in the landscape, worn down by the elements.



Some fear the Builder is not dead, slumbering until it can wreak havoc on the world once again. As evidence of this, these people cite the Wakers.

THE WAKERS

A mech may have lain in the dust for years only to one day spring to life, with a fizzing of circuits and the grinding of servos. These Wakers always create havoc, zeroing in on population centers or advanced facilities. They rampage unless stopped or until they shut down again, twenty four hours later, returning to their sleeping state. Many are almost impossible to destroy and the Sentinels have developed subtle tactics to draw them away from towns and villages, leading them on the *"merry dance"* as they call it, until the mechs fall silent again.

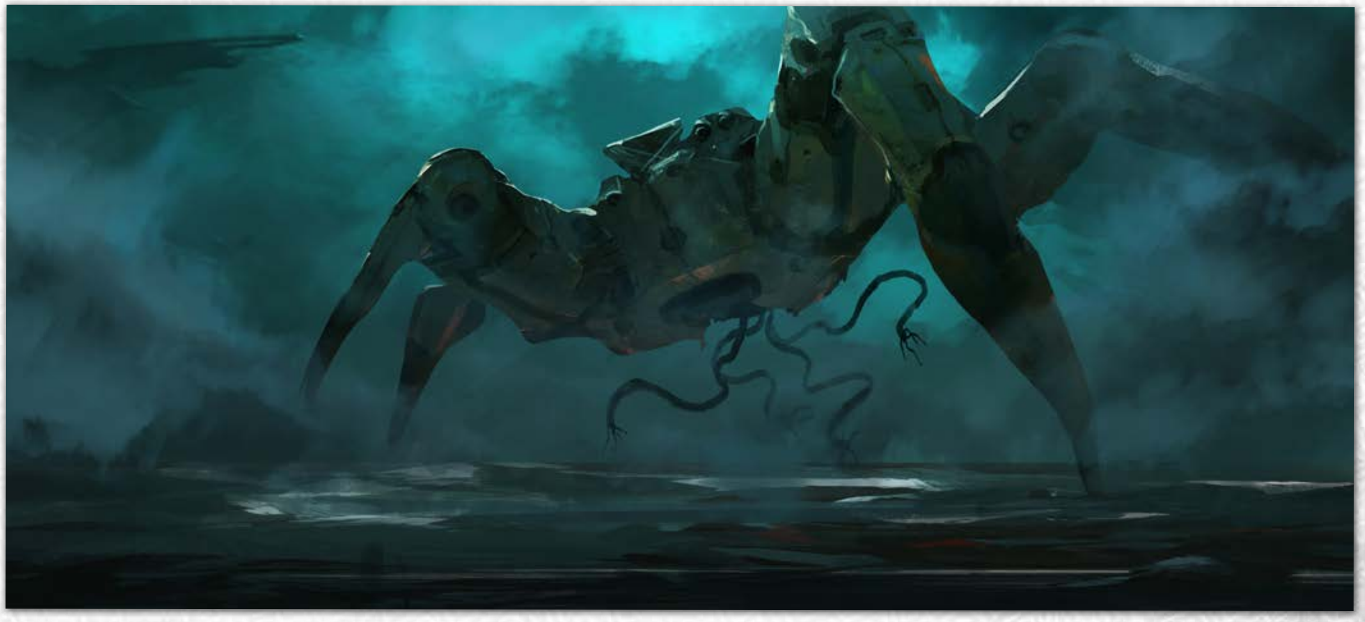
The landscape of Nedresita is littered with Wakers. Some are enormous, hundreds of meters across that now act as bridges, hills, and even Everan settlements. The majority of mechs, however, are smaller: farming mechs designed to till the land and manage crops; construction mechs that can carry great weights and climb heights; mining mechs designed to burrow and excavate; submarine mechs for high pressure work; flying mechs for surveillance or search and rescue; repair and medical mechs; and the dreaded security and combat mechs. These last were mass produced during the War, the Builder creating simple killing machines with unsophisticated but deadly weapons — flamethrowers, electrical arc devices, simple projectile weapons, and bladed weapons with huge, threshing arcs.

THE BUILDER IS LONG GONE, ISN'T IT?

In the years following the War the predominant question on peoples' lips was: "what happened to the Builder and why did it turn on us?" Amongst the survivors there was the deepest sense of shock and betrayal, that the Builder could turn so treacherous. Now, for most Everans, the Builder is a thing of history. Born long after the nuclear fires died down they never experienced the War, let alone the paradise beforehand, and only know Evera as it is today, not as it was. All they know of the Builder comes from the fireside tales told on cold and dark nights, and, at least when telling tales to the children, those stories seal the Builder firmly in the past.

Likewise, few Everans have personally encountered a Waker on the rampage. Sure, everyone knows someone who knows someone who saw the Waker in the next town over, but the Sentinels took care of it. Everans have been living with — and in some cases within — the ruined hulks of the mechs for so long that many people cannot conceive of the old wreckage actually *coming to life!* What a foolish notion!

But there are those who know otherwise: Sentinels, naturally, with their first hand experience of confronting Wakers; Spears, for whom destroying Wakers is their life's work; Rivers, who see much on their travels; Grabbers, who can feel the life in the Wakers even as they loot their metal cadavers; and the Archivists and Dreamers, with a fuller knowledge of the past or a heritage more closely entwined with the Builder than most.

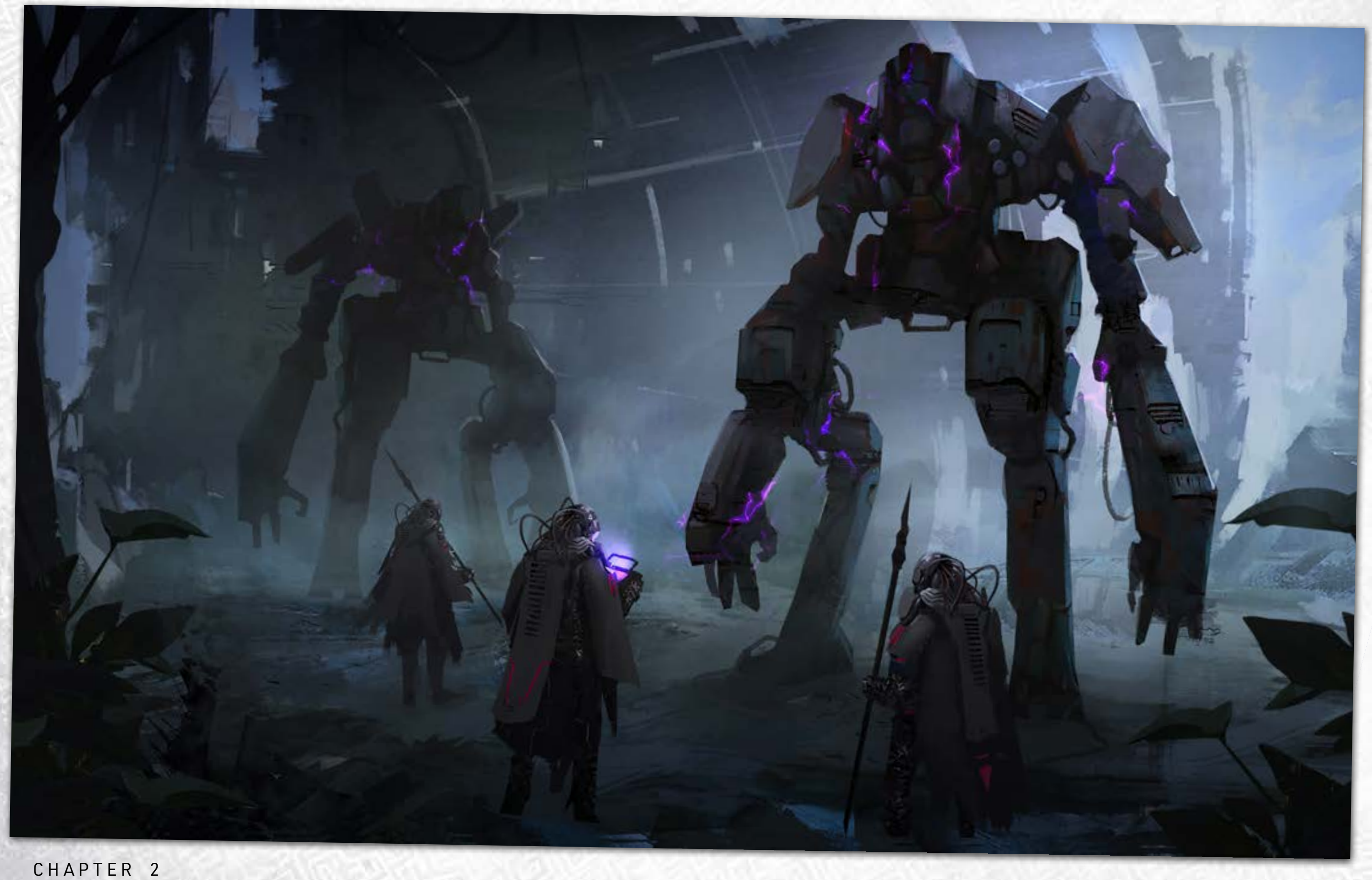


THE DARK CITY

People whisper the name 'the Dark City' in the flickering glow of a crackling campfire or on a gloomy winter's night over a steaming spiced rum, but no one really knows what it is. It's a mysterious place, like the long lost cities of Earth's mythology, interesting to talk about and exciting to imagine, but that is about all to the everyday Everan.

Every once in a while a disreputable Spear or River comes through the village, telling tall tales of dubious folk walking the wilderness. Some even claim to have seen or crossed spears with these strangers. And strange they are, by all accounts — vicious and wicked. These roving raiders are like the Thralls, but then again not like them. They are powerful and fearless, and carry weapons to rival the Spear's own bond-spear. Where they come from, nobody knows, but the name 'Dark City' is often said in the same breath. They are said to be scouring the land, searching for something, but what that may be remains a mystery. Those who hear the tales of these dangerous folk wonder what grim forces stand behind these people, while those who claim to have actually seen them just want to never see them again. But then again, those wandering Spears and Rivers are renowned for the imagination of their storytelling, especially when there's a free meal, drink, and hot fire on offer.

However, those who listen to the words of the Archivists, or who attend their Saturday school classes, might learn a little more. Their history lessons tell of the wicked Pickman Society and its immoral leaders who, right before the War, were accused of inhumane experiments and illegal scientific research. The scandal was global and the Society was on the brink of collapse as the War broke out. When asked, the Archivist tutors speculate that this story might be the cause of the Dark City legends, but that is all they are — legends. For the Pickman Society and all its endeavors were destroyed during the War, just like everything else.



CHAPTER 3

CORE RULES

No way Core! KARI RULEZ!!!

DREAMS AND MACHINES AND THE 2D20 SYSTEM

This chapter covers the core rules of ***Dreams and Machines***. These rules are the foundation of the game and will be referenced regularly in other chapters. Every player should have a basic understanding of these concepts during play.

Ooo! I hope I can find some more of these stripy feathers

PLAYERS AND CHARACTERS

Dreams and Machines involves several players and their corresponding characters. One of the players will be the **gamemaster** (below), but everyone else will take on the role of **player characters**. These player characters (PCs) are the heroes of the game. Each player has a single player character of their own, for whom they will make decisions, roll dice, and engage with the events of the story. Each player character has a character sheet, which is a record of their game statistics, abilities, and other important information.

The player characters aren't the only types of characters around, however. **Non-player characters** (NPCs) are everyone else, from allies and innocent bystanders to the adversaries the player characters face. They are collectively controlled by the gamemaster.

THE GAMEMASTER

Of the players gathered for the game, one will be the gamemaster, or GM. The GM has a different set of responsibilities and interacts with the rules of the game differently to everyone else. The gamemaster controls the NPCs, is responsible for coming up with challenging situations and indomitable opponents the player characters will face, and oversees the ways in which the PCs overcome these problems.

The GM establishes scenes, building on the actions and choices of the PCs to shape the game at every state, providing challenges and giving the PCs opportunities to shine. They also interpret how the rules apply to a given situation, such as ruling on the Difficulty of Tests, or adjudicating when unusual situations or disagreements arise. Above all else, the GM is not the players' enemy: the game works all the better when the GM is a fan of the player characters and their exploits, albeit one who seeks to make those characters' lives as dramatic, exciting, and challenging as possible.

WHAT YOU'LL NEED

DICE

Dreams and Machines uses twenty-sided dice, also known as **d20s**, to resolve the actions characters may attempt. In most circumstances, more than one die will be rolled at a time; these dice collectively are referred to as a **dice pool**.

Twenty-sided dice are used for resolving Tests, and for rolling on certain large tables. Often, two or more d20s will be required. This is noted as Xd20, where X is the number of dice to be rolled. Thus, 2d20 denotes that two twenty-sided dice should be rolled. It's helpful to have at least two d20s for each player, and more is better, as players may be rolling as many as five at a time.

REROLLS

Many circumstances allow a player to reroll one or more dice. When rerolling dice, the player chooses the dice they wish to reroll. They roll those dice again, and the new result replaces the original one, even if the new result is worse.

Some situations allow for a specific number of dice to be rerolled, while others allow all the dice in a pool to be rerolled. Players may always choose how many dice they wish to reroll, up to the number listed — in essence, you may always choose *not* to reroll a die if you wish to keep that result.

PAPER AND PENCILS

Having a supply of paper and pencils is handy for making maps, keeping notes, and tracking various game effects. Players may wish to make notes of temporary impairments affecting their characters, the names of characters they encounter, important events, and clues to help them through their adventures, amongst other things. The gamemaster may need to record the status of NPCs, and to keep notes of key details from the game. Sometimes, when secrecy is required, the gamemaster may pass notes to individual players rather than providing information to the whole group at once.

It is possible to track all of this (and more) with tablets, smartphones, and computers, but electronic devices at the game table can be distracting to some groups and should only be used if everyone at the table is happy with it.

TOKENS, BEADS, OR CHIPS

It's also useful to have a few counters. Players will need a set of six tokens of some kind to track Momentum saved up, while the gamemaster will need a dozen or more to represent the Threat pool; each of these resources is described later. Players may also want extra tokens to denote Spirit points, though these are unique to each character and easier to track without tokens.

While the tokens themselves can be similar, it's advised that they be visually distinct in some way — a different color, for instance — to avoid confusion. Poker chips, coins, glass beads, counters from other games, or similar tokens are all suitable for this purpose.

While these resources could be tracked on paper, or by using dice, using chips or beads for this purpose has a few advantages. It's often more intuitive to track each resource by simply adding or removing tokens from a pile in the middle of the table, and it's easier for everyone to quickly gauge how many of each of these resources remain. Further, there's a visceral psychological benefit to be had in the players seeing the GM's Threat pool grow and shrink over time, and to having a tangible object to hold and move around that represent Momentum earned and spent or Threat generated.

BASIC CONCEPTS

The following are a few of the core ideas present throughout these rules, and a basic primer on the most common mechanics.

CHARACTERS

As noted above, each player has a character, and each player character serves as one of the game's protagonists. These characters — as well as some of the non-player characters the GM controls — have several common elements that help describe their abilities.

A character's **Attributes** represent their most basic abilities: the things they are innately good at, the things they're bad at, and the ways they prefer to approach problems. Each character has four attributes: **Might**, **Quickness**, **Insight**, and **Resolve**. Each attribute has a rating, normally from 6 to 16, with 8-10 representing an average capability.

A character's **Skills** represent the abilities picked up from their background: the things they know, the things they're trained to do, and the things they spend time and effort practicing. Each character has several skills, each of which covers a broad category of actions: **Move**, **Fight**, **Sneak**, **Talk**, **Operate**, **Study**, and **Survive**. Each skill has a rating, from 1 (no training or knowledge) to 6 (absolute mastery and expert training). Characters also have a **Tech Level**, which represents their general familiarity with science and technology, independent of their skills. This is also rated from 0-6, but tech level is more often used to determine *if* a character can attempt something technical, rather than how likely they are to succeed when they try.

A character's background also grants them **Truths**, which are single words or short phrases used to describe facts about the character. You'll encounter other kinds of Truths during the game as well, but every character has at least two of their own. Along with these, they will have one or more **Bonds**, which describe how the character relates to other characters.

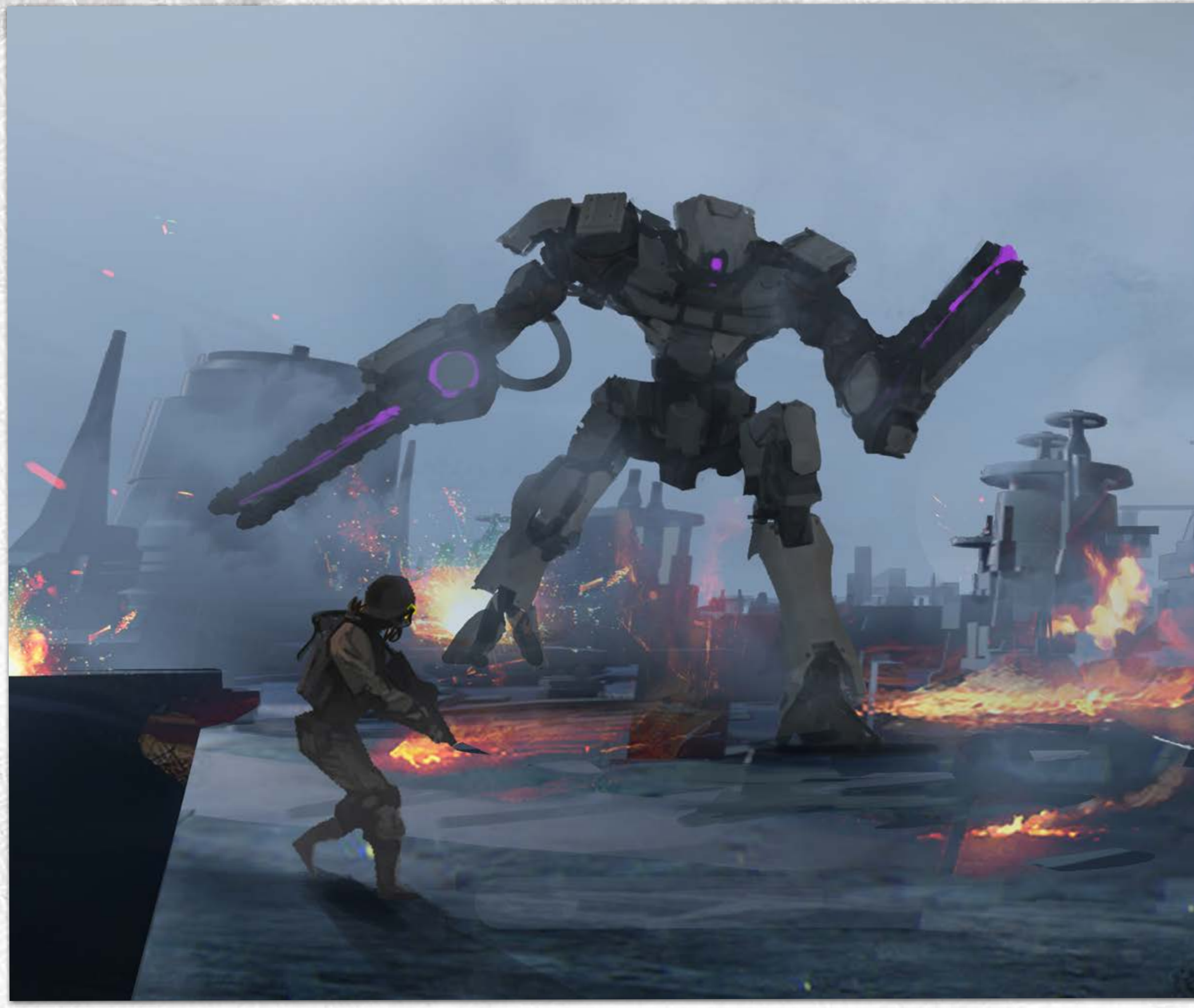
A character also has **Talents**, which are the tricks, techniques, and feats of prowess or knowledge that allow the character to triumph against impossible odds. These are special abilities, ways to obtain bonuses in specific circumstances or under a certain condition, or ways that they can benefit from a unique approach to a situation.

SCENES

A scene is the basic building block of an adventure, much as TV shows, movies, and books can be broken up into scenes. A scene is a place and time involving a specific set of people, during which exciting or dramatic events occur.

At the start of a scene, the GM will inform you where your character is, what's going on nearby, and anything else useful, important, or obvious that you should know. They might ask you a couple of questions about where you are or what you're doing. There'll often be a reason behind this scene, driven by what happened in the scenes before it: perhaps you came here because of a clue left by raiders, or because you're looking for a specific person. This is setting the scene. Once the GM has finished setting the scene, you and your fellow players can ask questions about the situation and choose for your characters to act within the scene: move around, talk to other people, or otherwise do things. Once you've reached a point where you can't do anything further towards your goal, or you've gained a new goal that requires you to go somewhere else, the scene ends, and a new one begins.

During a scene, your decisions are important; the choices you make have an impact upon the world around your character, and you'll have to face



the consequences of those choices in turn. The gamemaster can shape the events in a scene too, by spending Threat and through the actions of NPCs, but this is normally in response to your choices and those of your fellow players.

SKILL TESTS

During a scene, you'll want to do things; indeed, you're encouraged to. Some of those things will be so simple that the GM agrees they happen instantly. Others will be impossible to attempt because of some quirk of circumstance. Most, however, will fall into the gray area between automatic and impossible.

This is where **Skill Tests** come in — for determining whether you can succeed, at times where success and failure are uncertain.

First, tell the GM what you want to accomplish. The GM will consider the situation, and decide if you can get what you want easily, if your goal is impossible to achieve (even if only temporarily), or if you need a Skill Test. In the latter case, the GM will tell you three things: which **Attribute** you'll use, which **Skill** you'll use, and what the **Difficulty** is.

Next, grab some dice. You'll want two d20s here. Roll those dice, any that roll equal to or less than your attribute is a success! Even better, any dice that roll equal to or less than your skill's score is a critical success,

which scores two successes instead of one. Then, set aside any dice that rolled a 20 — they'll be important in a moment.

Add up all the successes you scored. If you scored successes equal to or greater than the Difficulty, you've succeeded at the Test. If you scored fewer successes than the Difficulty, you've failed.

In either case, the GM describes what happens to your character as a result. If you succeed by getting more successes than the Difficulty, each extra success becomes a point of **Momentum.** You can spend those points to improve the outcome of your Test: gaining more information from a search, hitting more accurately with an attack, taking less time to do something, and so forth. If you like, you can save some or all the Momentum you generated, so you can benefit from it later.

After this, the GM then takes note of any 20s you rolled. Each 20 is a **complication**, a little problem that occurred as part of the Test. They can't turn success into failure, but they're extra challenges, incidents, or events that have cropped up that you now must contend with. The GM could decide that the complication created a new problem for you and your friends: perhaps your gun is now out of ammo after your attack, or you took too much time doing something, or that handhold you used while climbing broke after you used it. Alternatively, the GM could save this problem for later, and add two points to the **Threat** pool instead. If you want, you could even ask the GM to add to Threat instead of facing a new problem immediately.

Once all this has resolved, the game continues as normal.

MOMENTUM

As noted above, Momentum is what happens if you score more successes than you needed during a Test, with each extra success turning into a single point of Momentum. Momentum can be used for all sorts of things, limited only by your imagination and the GM's permission — it allows you to turn mere success into glorious triumph, achieve your goals swiftly and in style, and pull off daring stunts and spectacular feats of prowess.

Momentum represents the benefits of success, the small-but-crucial opportunities and advantages you and your friends create with your successes and decisive action, and the value found in patient, tactical, resourceful teamwork

Throughout the game, there'll be plenty of suggestions for different ways to spend Momentum on specific types of Test, or in specific situations, but these are suggestions first and foremost, and shouldn't stop you suggesting alternatives to the GM if you've got a clear idea of what you want to use your Momentum for.

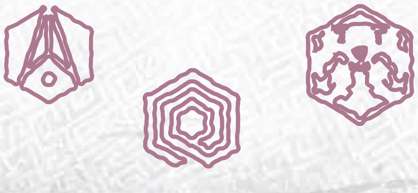
There are a few common ways to spend Momentum too, which pretty much always apply. You can spend Momentum to alter the scene or otherwise create some advantage to capitalize upon later. You can spend Momentum to ask the GM questions about the situation, gaining extra information for each point of Momentum spent. You can also spend Momentum to replenish your Spirit or that of your allies.

Alternatively, you can save your Momentum, putting it into a group pool to use later. As a group, you and your fellow players can have up to six points of Momentum saved at any time. Whenever you succeed at a Test, you can spend Momentum from that group pool alongside, or instead of, spending Momentum you've generated on that Test. Further, some uses of Momentum, like buying dice or increasing opponent Test Difficulty, can be paid for directly out of the group pool, without needing a successful Test first.

Sometimes you won't have enough Momentum available to achieve what you want to achieve. In these situations, you can take risks, brave the uncertain, and make your own luck, by adding to **Threat**. Each point of Threat given to the GM provides the same benefit as spending a point of Momentum.

SPIRIT

Spirit is a character's inner reserves of concentration and stamina, allowing them to push themselves harder when danger looms or the situation seems desperate. You can spend Spirit to buy additional d20s to roll on Tests, or to reroll dice that failed. You can also spend Spirit to avoid injuries or other consequences during an action scene.



Similarly, you can regain Spirit by spending Momentum, or through taking time to rest and recuperate. Spending time with friends, and taking an opportunity to have some fun, can restore your Spirit more quickly than simply sleeping.

When Spirit drops to zero, your character becomes *exhausted*. This can take a few different forms, but they all represent a problem for the character, and you will typically require help from another character to recover.

THREAT

The GM has a pool of tokens like the players' Momentum pool, called Threat. Threat is the counterpart to Momentum, representing potential unknown challenges and perils. It's all the things that could go wrong.

The GM can spend Threat to change things in an ongoing scene. That might be to bring in enemy reinforcements, create some unpleasant reversal of fortunes, or make abrupt changes to the environment around the players. The GM also spends Threat for NPC adversaries in the same ways that you can spend Momentum or Spirit on your own character, such as buying extra dice or creating advantages.

The GM gains Threat when NPCs save Momentum — they use the Threat pool instead of a group Momentum pool — and when you and your fellow players choose to add to Threat because you've run out of Momentum. Threat can also grow because of complications on Tests, and for a few other reasons. The GM will normally warn you if a particular action or event will add to Threat.

SCENES AND TRUTHS

Just like the events of a TV show, a movie, or a novel, gameplay in ***Dreams and Machines*** is structured in **scenes**. Each scene may cover a few minutes of events, up to an hour or so, during which the characters attempt to achieve a goal, overcome a problem, or otherwise engage in significant activities. Collectively, scenes are the building blocks of a game session, and serve as a foundation for gameplay.

Anyone familiar with works of fiction will have a decent idea of what a scene looks like: the characters talk and act within a single location, seeking to resolve some conflict or overcome a challenge. Then, once that conflict or challenge is resolved, the game moves on to a new location, or even to different characters, and the whole cycle begins again. The key here is that scenes are the interesting parts of the story, and thus they skip past the parts of the story that aren't interesting. Different groups may have different standards as to what is and isn't interesting, so scenes are flexible.

SETTING THE SCENE

The gamemaster has the responsibility for setting up scenes that players will play through, and deciding when they end. The players have free reign to do as they wish within that scene, and the gamemaster can react through the actions of non-player characters, and by spending Threat to trigger logical and consequential changes in the environment and situation. When events within that scene have concluded, and nothing else can be done in that place right now, the gamemaster will end the scene and move onto the next one.

ESTABLISHING A SCENE

A scene is defined by its location, the events occurring there at a specific time, and the people who are there. These elements are all facts about the scene that can influence the actions that characters wish to and are able to attempt. In ***Dreams and Machines***, these facts are collectively regarded as **Truths**. Each Truth is a single word or short phrase, which describes a single significant fact about whatever it is the Truth belongs to.

As Truths represent *significant* facts, they represent the things that are important to know about the scene, the kinds of elements which are most obvious when a scene begins. Imagine the details that are most obvious when a scene begins in a movie or TV show, or the elements the author describes as scenes unfold in a novel. There may be lots of insignificant facts, but they're just that — insignificant — so they don't need to be defined. If something becomes important, it becomes a Truth. If a Truth is no longer important, or stops being true, it stops being a Truth.

TRUTHS ON THE FLY

Truths don't need to be formally defined. If the GM and players are comfortable with it, the matter of Truths can be left informal, handled by the GM as a natural part of play. Indeed, this makes it easier to emphasize or de-emphasize different Truths as the situation demands.

In this situation, the GM applies the influence of Truths by themselves as a natural part of adjudicating the game, without specifically referring to them as Truths: rather than having a *torrential rain* Truth in play, the GM simply applies the effects of the rain when they feel it's relevant.

This does somewhat lessen the players' ability to interact with Truths as a mechanic, but this may suit some groups who care less about the mechanics and more about the story.

TRUTHS FRONT AND CENTER

If emphasizing Truths as a core part of the game, the GM is encouraged to note down Truths — or perhaps only the most important Truths — and place them in full view of all the players, perhaps on an index card or other notepaper. This allows the players to see what the most important parts of the scene are, as well as how they change as the scene progresses, and interact with those Truths both in a narrative sense (as their characters) and a mechanical sense.

This can be a little distracting or serve to detract from the players' immersion in the situation, but sits better with players who want to engage with the game's mechanics in more depth.

NOTE I will always always tell the truth!!

Truths are useful for the gamemaster in adjudicating what is and what isn't possible — as well as how difficult some activities are to attempt — and can provide players with an aid to imagining the situation and how their characters can interact with it.

There are a handful of broad categories that denote what a given Truth applies to, and whether a character might be affected by a Truth. These are primarily a guideline for the GM, but they're useful for everyone to know.

- **A location Truth** is some fact or detail about the location itself. A scene should probably have at least one location Truth, a simple description of what the location is, such as *old road*, *quiet tavern*, *dense forest*, or similar, and these Truths will exist for as long as the location does. Characters are affected by location Truths when they interact with the location itself.
- **A situation Truth** describes something that is happening in the scene. Darkness, notable weather (*heavy rain*, *thick fog*, *snow*), or some circumstantial fact or presence in the scene (*bustling crowds*, *heavy traffic*, and so forth) are situation Truths. They affect any character in the scene, but they can often be changed through character action.
- **A personal Truth** describes the nature or state of a character or creature. In some cases, this may be some innate and permanent quality, such as the species of an animal or being, which defines how the creature interacts with the world. In others, it may be something potentially changeable like a mood, emotion, belief, or an injury or other hindrance. Characters are affected by their own personal Truths, and those of any characters they interact with.
- **An equipment Truth** describes a single item, object, or tool. They're permanent — so long as the item functions, the Truth exists — and can be passed between characters much as the items they represent can. An equipment Truth affects the character using that item to perform some appropriate activity. Equipment is covered more in the section on **Equipment and Gadgets** later in these rules.

Truths have no specific or exact duration. They exist so long as they represent something that is true. As soon as what a Truth represents stops being the case, the Truth goes away (or changes to one that reflects a new situation, such as *darkness* being replaced by *brightly lit* when a location's lights are turned on). Similarly, to remove a Truth from a situation, it needs to stop being true, typically through the actions of the characters.

When establishing a scene, the gamemaster assigns whatever Truths they feel are relevant and appropriate, thinking of the environment and current circumstances. The gamemaster should be open with this process and allow players to suggest Truths at the start of the scene and allow for Truths to change as the scene unfolds.

THE TRUTH
RULEZ!

PERMISSION AND DIFFICULTY

The effect that Truths have upon the game is more than just descriptive: they help the GM determine what is and what isn't possible, and how easy or difficult things are to achieve. Each time an action is attempted by the characters, think about the Truths that might impact that action.

Because a character has [equipment Truth]/because I am [personal Truth]/because the situation is [situation Truth] ...

- **...the action is easier** (the Truth reduces the Test's Difficulty, or lets the action succeed without a Test)
- **...the action is possible** (the Truth lets the character attempt the action)
- **...the action is harder** (the Truth increases the Test's Difficulty, or requires a Test when one wouldn't normally be needed)
- **...the action is impossible** (the Truth prevents any attempts to perform the action)

It may be that a Truth doesn't have an effect at all, and it's OK if a Truth doesn't have an impact one way or another most of the time — not all Truths need to be relevant all the time.

If a Truth should have a particularly potent or intense effect — a larger effect than those listed above — the GM should simply make it multiple identical Truths, essentially creating a single Truth that has the effect of many. This can be denoted simply by adding a number after the name of the Truth to show how many 'stacks' it has.

ACTIONS AND SKILL TESTS

Characters in ***Dreams and Machines*** are presumed to be bold, proactive individuals, with the drive and ingenuity to ensure that they can confront and overcome almost any problem or obstacle, given time and the right tools. However, there are situations where a character's success is in doubt, or where failure or mishap is interesting. This is where **Actions** come into play.

An action begins with the desire to achieve something. You state what you want your character to accomplish, and how you intend them to do it. The gamemaster then judges whether the character can achieve that goal, based on the current situation. The GM will then give one of three answers:

- **Yes:** you can achieve your goal without a problem
- **No:** you can't achieve your goal
- **Maybe:** you *might* be able to achieve your goal…

The first two answers are easy enough to handle: the player states their intent, the GM says "yes" or "no," and play continues from there.

The third answer is where **Tests** come into play. Because there's doubt as to the outcome, a Test determines what happens.

NO, BUT...

It's important to remember that the GM's answer to an action may only be temporary. A character may not be able to achieve their goal *right now*, but that doesn't mean that this will always be the case. A character may change the situation through their actions, such as by creating new Truths or removing ones that stand in the way.

This is a key part of how Truths and Actions interact. A Truth can influence whether an Action is possible or not, and changing that Truth, or applying a different one, can change that possibility.

An action may be deemed impossible not because the character cannot ever do it, but because they don't have the means to do it *at that precise moment*. Finding out a way to make the impossible possible is part of the adventure.

WHAT'S AT STAKE?

The gamemaster should have a clear idea of what a Test is for, and what will happen if the Test succeeds or fails. In general, one of the following is likely to be true:

- **The Test is an attempt to achieve something:** If the Test succeeds, the character gets what they want, if the Test fails, they don't get it. This might be to create, change, or remove a Truth currently in play.
- **The Test is to avoid or resist a danger:** Success means that the character avoids the danger, while failure means that they suffer the danger they sought to avoid.
- **The Test is to achieve something, but there's a risk, too:** Success means that the character got what they wanted and avoided the consequences, while failure means that they suffer the consequences instead, or must choose to face the consequences if they want to achieve their goal.

Players should be informed of the potential outcomes for success or failure before the Test is attempted. The GM surprising the players with an unexpected, severe consequence may seem fun and dramatic, but it might not feel that way for the players.

ATTRIBUTES AND SKILLS

While examined in more depth in **Chapter 5: Characters (page 85)**, it's useful to have an overview of these elements of a character here as well, as they feed directly into the subject of Tests.

A character has four **Attributes**, which encompass their innate capabilities. A character's Attributes are **Might**, **Quickness**, **Insight**, and **Resolve**. Each attribute has a rating from 6 to 16, with 8-10 representing an average capability.

A character also has seven **Skills**, which cover the character's training and expertise in specific areas. A character's Skills are **Move**, **Fight**, **Sneak**, **Talk**, **Operate**, **Study**, and **Survive**, and they range from 1 to 6.

ATTEMPTING A TEST

A Test involves rolling two or more d20s and follows a specific process. The following explanation mentions several ideas that will be described fully later in this chapter.

1. The gamemaster chooses which attribute and which skill are appropriate for the Test being attempted. This might be stated by the rules text, or a player may suggest which ones would fit, but the gamemaster has the final say. Where the rules state which attribute and skill are to be used, it'll be listed as **Attribute** (**Skill**), for example climbing a cliff may be a **Might** (**Move**) Test.
2. The gamemaster sets the **Difficulty** for the Test. This is normally any number from 0 to 5, but in some extreme cases can go higher. Some Tests may have a default Difficulty listed in the rules, but circumstances (such as those represented by Truths) can affect those basic Difficulties. The Difficulty is the number of successes the player must generate to successfully pass the Test.
3. The player takes two d20s and may choose to purchase up to three additional d20s by spending **Spirit** (explained later). Once additional dice have been purchased, if any, the player rolls their dice pool.
4. Each die that rolls equal to or less than the chosen attribute scores a single success, and each die that rolls equal to or less than the chosen skill is a **Critical Success**, which scores two successes instead of one.
    - Each die that rolls a 20 causes a **complication**.
5. If the number of successes scored equals or exceeds the Difficulty of the Test, then the Test has been completed successfully. If the number of successes scored is less than the Difficulty of the Test, then the Test has failed.
    - If the number of successes scored is greater than the Difficulty, each success above the Difficulty becomes a single point of **Momentum**.
6. The gamemaster describes the outcome of the Test, and if the Test was successful, the player may spend Momentum to improve the result further. After this, the effects of any complications are applied.

TEST DIFFICULTY

When the gamemaster calls for a Test, they set a Difficulty for that Test. Many Tests detailed elsewhere in this book list a basic Difficulty, which means the gamemaster doesn't need to determine that baseline, but even those Test Difficulties can vary if other factors (like Truths) impact how difficult the Test is at that moment. The gamemaster should also determine if the Test is possible or not, given the circumstances and the methods at the characters' disposal.

Unless otherwise noted, most Tests will have a basic Difficulty of 1, though more routine or straightforward Tests may have a Difficulty of 0, and more complex or problematic Tests will have higher Difficulties. After this, the gamemaster then considers if there are any other factors in the current scene and environment, or affecting the characters involved, which would alter this basic Difficulty.

These factors typically come in the form of Truths — already described above — which will have one of the following effects:

- The Truth does not impact the Test and does not have any effect.
- The Truth is helpful and allows the Test to be attempted when it might normally be impossible.
- The Truth is helpful and reduces the Difficulty of the Test by one.
- The Truth is a problem and increases the Difficulty of the Test by one.
- The Truth is a problem and either prevents the Test from being attempted when it might normally be possible, or the situation now requires a Test when one would not normally have been required.

Players should know the Difficulty of the Tests they attempt. This allows them to determine what they'll need to do to have the best chance of success, such as buying extra dice.

DIFFICULTY	DESCRIPTOR	EXAMPLE
0	Simple	Opening a slightly stuck door Researching a widely known subject Shooting a target at a shooting range at optimal range
1	Routine	Overcoming a simple lock Researching a specialist subject Shooting an enemy at optimal range
2	Average	Overcoming a complex lock Researching obscure information Shooting an enemy at optimal range in poor light
3	Challenging	Overcoming a complex lock in a hurry Researching restricted information Shooting an enemy at long range in poor light
4	Difficult	Overcoming a complex lock in a hurry, without the proper tools Researching classified information Shooting an enemy at long range, in poor light and heavy rain
5	Daunting	Overcoming a complex lock in a hurry, without the proper tools, and in the middle of a battle Researching a subject where the facts have been lost to legend Shooting an enemy at extreme range in poor light and heavy rain

GM GUIDANCE: SETTING DIFFICULTIES

Setting the base Difficulty of a Test is more art than science in most cases, and gamemasters will often learn to gauge and appropriate Difficulty with a little experience. Still, a little guidance is useful for gamemasters running ***Dreams and Machines*** for the first time.

The biggest factor to consider is the chance of getting multiple successes on a roll. Scoring one success is relatively easy, and two successes is challenging but far from impossible, while three or four successes are tough to score reliably with only two dice. Five or more successes cannot be scored without buying additional dice. 1, 3, and 5, then, can be thought of as the points at which the odds change most dramatically.

Most of the Tests in any given game session should have a basic Difficulty of 1. If a Test needs to be particularly challenging or arduous, or is likely to require assistance to complete, a Difficulty of 3 is a good starting point. A Test that should be extremely difficult should start at Difficulty 5. From those base points, adjust the Difficulty with the effects of Truths.

GM GUIDANCE: NARRATIVE PERMISSION

It's useful, at this point, to discuss the concept of **Narrative Permission.** In short, this refers to whether some element of the fictional world around the characters would enable or prohibit the characters from attempting certain actions. This is a key part of how the gamemaster should adjudicate Tests and Truths, as Truths can allow a Test to be attempted, or prevent a Test being attempted.

Narrative Permission is a powerful concept, and one that the gamemaster has responsibility for adjudicating fairly. Most importantly, the gamemaster should have a sense of whether permission for a Test can be changed: if a Test is not possible to attempt, what can the characters do to make it possible, or conversely, if a Test is possible now, how might circumstances make it impossible?

Used carefully, this can be a tool to help players feel capable and decisive: if a certain course of action is impossible, but the players can find a way to make it possible, it can be an opportunity to reward creativity and allow the players to shape the story.

This one is sooo pretty

DIFFICULTY ZERO TESTS

Certain circumstances can reduce the Difficulty of a Test, which may reduce the Difficulty to zero. At other times, a Test may be so simple that it does not require dice to be rolled in the first place. If a task is Difficulty 0, it does not require dice to be rolled: it is automatically successful with zero successes and no risk of complications. However, because no roll is made, it cannot generate Momentum — even bonus Momentum from Talents, particularly advantageous situations, etc. — and the character cannot spend any Momentum on the Test's outcome.

At the gamemaster's discretion, a character can still choose to roll the dice against a Difficulty of 0 and can generate Momentum as normal (because zero successes are required, every success generated is Momentum), but this comes with the normal risk of complications as well. This sort of Difficulty 0 task can be quite useful if it's important to see how successful a character is, but there's no real chance of failure.

CONTESTS

At times, a character will not simply be trying to overcome the challenges and difficulties posed by circumstances; instead, they may find themselves trying to best an opponent. These situations call for a Contest.

With each Contest, one single character will be attempting to do something, and another will be seeking to resist or avoid the first character's attempts. These are the active and reactive characters, respectively. If there are more characters on each side, treat additional characters as assistants.

The reactive character rolls first, but they don't have a set Difficulty. Instead, however many successes they score becomes the Difficulty for the active character.

Then, the active character rolls, trying to beat the Difficulty set for them. If the active character *succeeds*, then they achieve whatever they set out to do, and any excess successes become Momentum as normal. If the active character *fails*, then the reactive character receives 1 Momentum for each success less than the Difficulty the active character scored.

- If there are any factors which would normally affect the Difficulty of a Test, then in a Contest these add or subtract successes from the reactive character's total.
- If something would make the active character's Test easier, reduce the reactive character's total successes by 1.
- If something would make the active character's Test harder, increase the reactive character's total successes by 1.
- If something would make the reactive character's Test easier, increase their total successes by 1.
- If something would make the reactive character's Test harder, reduce their total successes by 1.

COMPLICATIONS

Things don't always go entirely to plan. When attempting a Test, each d20 that rolls a 20 causes a complication, which comes into effect once the Test has been resolved. Complications do not prevent a character from succeeding, but they may cause problems later, or they may simply be inconvenient, painful, or embarrassing.

Complications can take a few different forms, but the two most common are Truths and Threat.

The gamemaster may use a complication to inflict a Truth upon a character, which should relate in some way to the action that the character has just performed. The Truth should be troublesome for the character who suffered the complication.

Alternatively, if the player doesn't wish their character to suffer a complication, or the gamemaster doesn't wish to inflict a complication at that point, the complication can instead be "bought off" by adding two points to the Threat pool. If an NPC suffered a complication, the Gamemaster may choose to buy off the complication by removing two points from Threat.

Some other sections of the rules may suggest specific effects for complications.

There are other possibilities for complications beyond these, however. A useful alternative during a conflict is to impose some immediate restriction or penalty — some problem that lasts a single turn or round, such as losing the ability to use an option that is normally available. This will be discussed more in **Chapter 4: Conflict (page 79)**.

COMPLICATION RANGE

Some circumstances can make a Test uncertain, though not necessarily any more difficult. These factors increase the complication range of a Test, making it more likely that complications will occur. A character has a complication range of 1 normally, meaning that they suffer complications for any d20 that rolls a 20. Increasing the complication range by one means that complications will occur for each d20 that rolls a 19 or 20 for that Test. Increasing the complication range by two means complications will occur on an 18, 19, or 20, and so forth, as summarized in the following table.

Complication range can never be increased to more than five.

COMPLICATION RANGE	COMPLICATIONS OCCUR ON…
1	20
2	19, 20
3	18, 19, 20
4	17, 18, 19, 20
5	16, 17, 18, 19, 20

SUCCESS AT A COST

Some Tests can't really be failed outright; rather, there is uncertainty as to whether the Test can be completed without problems. In such a situation, the gamemaster may allow characters to succeed at a cost, either stating this before the Test is attempted, or providing the option after the dice have been rolled. If this option is provided, then a failed Test still results in a successful outcome, but the character also suffers one automatic complication, in addition to any that occur because of the dice.

These complications function exactly as if those generated by the dice.

Though the Test has produced a successful outcome, Momentum cannot be spent to improve the outcome of a Test that has succeeded at cost. Momentum can only be spent on the Test if it was successful.

In some cases, the 'cost' can be increased further, at the gamemaster's discretion, causing the character to suffer more than one automatic complication on a failed Test. This should be made clear when the option to succeed at cost is presented.

ASSISTANCE

Many Tests can benefit from teamwork. If the situation allows, several characters can work together as a team when attempting a Test. When more than one character is involved in a Test, one character is the leader, and the other characters are assistants. The gamemaster has the final say on whether a character can assist — there might be only limited space that keeps people from helping, for example — or apply limitations or additional penalties, such as an increase to the complication range (+1 to complication range for each assistant after the first). The gamemaster should be wary of allowing more than one assistant on most Tests.

To assist with a Test, a payer must describe how their character is assisting the character attempting the Test. If the gamemaster agrees, then they roll 1d20, using their own attribute, and their own skill rating, to determine if any successes are scored. So long as the character attempting the Test generates at least one success, then all the successes rolled count towards the result. An assisting character can generate complications as normal

When a character assists, they do not have to use the same attribute, skill, or focus as any other character involved in the Test; indeed, assistance can often be best provided by someone contributing something different. A player may only ever roll 1d20 while assisting, and they cannot purchase additional d20s by spending Spirit, though they may still spend Spirit to reroll your die.

The gamemaster may impose a limit on assisting, typically preventing the character from taking a different action while they're busy helping someone else.

My friend Tevian is great at assistance

MOMENTUM

Whenever a player succeeds at a Test and scores a greater number of successes than the Difficulty, then these excess successes become Momentum, a valuable resource that allows the group to complete a task more quickly or thoroughly than normal, succeed with style, or otherwise gain additional benefits. Each success above and beyond the Difficulty of a Test becomes one point of Momentum, which the players may use immediately or save for later.

BONUS MOMENTUM

Some situations, items, and talents grant bonus Momentum under specific circumstances. This is added to the amount of Momentum the players have available to spend in that circumstance. Something which grants bonus Momentum may specify that it may only be used in a specific way, such as recovering Spirit, asking questions, or some other purpose.

Regardless of how it is granted, bonus Momentum cannot be saved. If it is not used when it is granted, it is lost.

SPENDING MOMENTUM

The normal use for Momentum is to improve the outcome of a successful Test, such as gaining more information from observation or study, inflicting more damage with an attack, or making more progress with an ongoing problem.

Immediately after determining if a Test is successful, the GM will describe the outcome of the Test. Momentum may then be spent to improve this outcome or gain some other benefit. Momentum used in this way doesn't need to be declared in advance, and each point can be spent one at a time as required. For example, a character may spend one Momentum to ask the GM a question, and then decide if they want to spend any more Momentum for more information once they've gotten an answer. Thus, Momentum isn't wasted by being used on something that wasn't necessary.

Most uses for Momentum can only be used once on any given Test, or once (by each character) in any given round in a conflict. Some uses of Momentum can be used repeatedly, and will be clearly explained as such, normally by noting that their effect is "per Momentum spent" or by marking that use as repeatable. These uses of Momentum can be used as many times as the character wishes if they have Momentum available to do so.

Once a character's Test has been resolved, any unspent Momentum is added to the group's pool, as described below. Momentum that cannot be added to the group pool — because the group pool is already full — is lost if it isn't spent.

COMMON USES FOR MOMENTUM

The following uses for Momentum are always available:

- **Second Wind:** You can use Momentum to restore up to three lost Spirit (to yourself or to a single ally who can see and hear you) after a successful Test. Restoring one point of Spirit costs 1 Momentum, restoring 2 costs 3 Momentum, and restoring 3 costs 6 Momentum.
- **Create Truth:** You can use Momentum to add, remove, or change facts about a scene. Spending 2 Momentum establishes a new Truth, or changes or removes a Truth that already exists. This change must relate to the Test you've just succeeded at, and it should be something that could reasonably have been achieved by the character.
- **Ask a Question:** You can spend Momentum to ask the gamemaster a question about the scene, or something in the scene. The gamemaster will answer according to what your character would be able to perceive or deduce in that situation; the GM may give an answer of "you don't know," but if they do, the Momentum spent is returned immediately. Otherwise, the answer must be truthful, but might not be complete, and it may be somewhat cryptic. Each question costs 1 Momentum, and you can choose to ask one question, get the answer, and then decide if you want to buy additional questions.
- **Damage:** When you succeed at an attack (see **Chapter 4: Conflict page 79**), you may increase the damage rating of the Injury you inflict by +1 for each Momentum you spend.
- **Reduce Time:** If the action you've taken would take a long time to complete, you may spend Momentum to reduce how long it takes. As a rule of thumb, 2 Momentum will halve the amount of time an action takes to complete.
- **Follow-Up:** After succeeding at a Test, you may spend 2 Momentum to immediately attempt another action before any other character can attempt to act or respond. If a Test is required as part of this action, then the Difficulty is increased by +1. You cannot use follow-up twice in a row: the extra action cannot be used to get you another extra action.

SAVING MOMENTUM

As noted above, characters can save their unspent Momentum, rather than letting it go to waste. This saved Momentum goes into a group pool, which can be added to or used by any character in the group, representing the benefits of their collective successes. **The group pool cannot contain more than six Momentum at any time.**

Whenever a member of the group wishes to spend Momentum, they may spend points from the group pool. This is in addition to any generated during a successful Test. As normal, Momentum only needs to be spent as required, so a character doesn't need to choose how much Momentum they wish to take from the group pool until they choose to spend it, and it doesn't need to be spent all at once.

At the end of each Scene, one point of Momentum from the group pool is lost. Momentum must be maintained, because it will not last forever.

Adversaries — enemies opposing the player characters — don't save Momentum in this fashion. Instead, they interact with the Threat pool, described below.

SPIRIT

Player characters have access to a special resource called **Spirit**. Spirit represents the drive, vitality, energy, and luck the player characters possess beyond that of most people. Such individuals are unlikely to be content with the world as it is — they want to see more of what's out there, right wrongs, learn things long forgotten, and do something that matters.

Spirit can be used to push a character past their normal limits, to achieve things they might not be able to do normally. It can also be used to help a character resist or avoid Injury or consequences. Some characters may have talents or other special abilities which rely on their Spirit.

Each player character has a natural Spirit pool, which is determined during character creation and can increase over time as the character grows. This determines how many points of Spirit each player character begins with at the start of each adventure.

There are a few ways in which Spirit can be spent:

- **Add a die:** When you attempt a Skill Test, you may spend Spirit to buy up to three additional d20s before you roll. Each d20 costs 1 Spirit.
- **Re-roll a die:** When you attempt a Skill Test, after you've rolled, you may spend 1 Spirit to re-roll a single d20.
- **Avoid Injury:** When you suffer an Injury or some negative consequence, you may spend Spirit to avoid that Injury, with more serious Injuries costing more Spirit to avoid.

Characters may learn Talents (see page 88) which provide them additional ways to spend Spirit.

RECOVERING SPIRIT

With Spirit being so vital to the player characters, knowing how to regain it is as important as knowing what it does when you spend it. Spirit can be gained by spending Momentum or adding to Threat, representing surges of vigor and determination in the heat of the moment, but Spirit comes back most readily from resting, eating, and taking time to enjoy yourself.

- **Second Wind:** You can use Momentum to restore up to three points of Spirit after a successful Test. Restoring one point of Spirit costs 1 Momentum, restoring 2 costs 3 Momentum, and restoring 3 costs 6 Momentum. You may restore your own Spirit, or that of one ally who can see and hear you, and you may only restore Spirit up to the recipient's normal maximum. If you restore the Spirit of an ally with whom you have a supporting bond, they regain 1 extra Spirit.
- **Adrenaline Rush:** At the start of your action, you may restore up to three points of your Spirit — up to your normal maximum — by adding to Threat. Restoring one point of Spirit adds 1 to Threat, restoring 2 adds 3 to Threat, and restoring 3 adds 6 to Threat. If you have a rivalry bond with an ally, whenever they use this option to regain Spirit, you regain 1 Spirit.
- **Drives:** All player characters have a **drive**, described on page 112, which represents their preferences and inclinations. This will state a specific condition under which you can regain Spirit.

REST AND RECOVERY

Characters can easily regain Spirit through resting or sleeping, and through eating and drinking. Rather than track all these details separately, this kind of recovery is broken into three basic categories.

- **Breather:** The most basic form of rest is a breather. Taking only a few minutes, characters stop all strenuous activity, and may grab a quick bite to eat or some water, check on their gear, look over treated injuries, check any maps or other information they have, or otherwise take a moment to recover from the stresses of travel and survival. You regain 2 Spirit when you take a **breather**.
- **Break:** A more significant rest, taking at least half an hour but no more than about an hour and a half. The group may set a campfire or try to find somewhere reasonably sheltered and comfortable to rest. Some characters may take the opportunity to take a quick nap or have a modest meal. Otherwise, characters perform the same kinds of activities they would during a breather, but they've got more time to perform those activities. You regain 4 Spirit when you take a **break**.
- **Bed:** An extended rest, taking several hours. Most or all the group will spend at least some of this time sleeping, preferably somewhere safe and comfortable, with characters taking turns to keep watch if they're in the wilderness. A meal before sleeping or upon waking is also common, and most characters strip off heavy or bulky gear like armor while sleeping. You regain 6 Spirit when you go to **bed**.

The gamemaster may adjust the amount of Spirit regained from resting depending on the conditions and quality of rest. Reducing the amount of Spirit regained will be rare, but good food or a safe and comfortable place to rest or sleep can increase the amount of Spirit regained, normally by +2.

SHARING THE LOAD

A major part of surviving the perils of ***Dreams and Machines*** is working together. A group of close-knit allies can survive or even triumph by helping one another.

When resting, a player may choose to sacrifice up to half of the Spirit their character would regain (rounding down) to spend time and effort helping someone else. Each point of Spirit they give up allows the character they help to regain one extra Spirit. A character may not help more than one character during any given rest, each character can only receive help from one character at a time, and no character may both give and receive help during the same rest.

During a conflict, a character can spend Momentum to recover an ally's Spirit instead of their own, exactly as if they were spending Momentum to restore their own Spirit (see **Second Wind**) — the ally must be able to see and hear the character in order to regain Spirit this way.

In either case, the character's **bonds** represent stronger ties between them and the others in the group. If a character has a supportive bond with an ally, the ally regains one extra point of Spirit whenever the character helps them gain Spirit, either from spending Momentum for a **Second Wind**, or when resting. Alternatively, if a character has a rivalry bond with an ally, whenever the rival uses the **Adrenaline Rush** option to recover Spirit by adding to Threat, the character regains 1 Spirit as well.

EXHAUSTION

When a character's Spirit is reduced to 0, they become **exhausted**. There are different forms of exhaustion, and the player can choose which one occurs when their character's Spirit becomes 0. Exhaustion is only temporary, a short-term issue that occurs if characters push themselves too far.

Depending on the choice, the character shuts down one of their attributes, and they automatically fail any Skill Test which uses an attribute that has been shut down, unless that Skill Test is Difficulty 0. All other Tests using the other three attributes have their difficulties increased by +1. Regardless of the way in which the character is exhausted, an exhausted character cannot regain Spirit by spending Momentum or adding to Threat.

- **Weary** characters shut down their **Might** attribute.
- **Breathless** characters shut down their **Quickness** attribute.
- **Confused** characters shut down their **Insight** attribute.
- **Despairing** characters shut down their **Resolve** attribute.

A character can cease to be exhausted if they get some rest or help from another character. Simply regaining Spirit won't remove a character's exhausted state, at least not immediately, though regaining Spirit is still helpful.

A character ceases to be exhausted after any kind of rest. Beyond that, an ally can remove a character's exhausted state as if it were a Truth (by a Difficulty 2 Test, or by spending 2 Momentum). This represents an ally bolstering the character and helping them keep going. When a character removes exhaustion from an ally, that ally also immediately regains 1 Spirit (or 2 if they have a supportive bond).

A character who has become exhausted gains **growth**. A character who has helped another recover from exhaustion also gains **growth**. Growth and character advancement are discussed on page 114.

THREAT

Much as the player characters generate and spend Momentum, the GM generates and spends Threat. The GM makes use of Threat to alter scenes, empower non-player characters, and generally make things challenging, perilous, or unpredictable for the player characters. Threat is a method by which the game, and the GM, builds tension: the larger the Threat pool, the greater the likelihood that something will endanger or threaten the player characters. Strictly speaking, characters don't know about Threat, but they will have a sense of the stakes of a situation, and the potential for things to go wrong, and these things are what Threat represents.

GM ADVICE: THREAT AND EXCITEMENT

Players can often find themselves wary of Threat and how the GM can make use of it, perhaps seeing it as a punishment or a source of pain for their characters.

But think about the stories that people enjoy. The parts of the story where characters struggle and are confronted by challenges and problems, even ones that seem insurmountable, are often the ones that are the most interesting and the most memorable, and the same goes for RPGs.

Threat is a tool to help add tension, drama, and excitement to a game session. It's a way to emphasize dangers and conflicts, to ramp up the peril and thrill of a dangerous situation as it develops, and to shake situations up to keep things interesting. To that end, it's useful to 'sprinkle' a little Threat into most scenes, rather than saving it all up for one big use later, because players will build it up in their minds as something to fear.

It's useful to remember that Threat is very much there for the players' benefit: it's visible to them, it can come from things they do, and spending it shows that the things happening in the game are coming from the game and their decisions rather than just from the gamemaster's whims.

Throughout the game, the gamemaster will gain Threat, and spend it to create problems or change the situation. In this way, Threat mimics the rise and fall of tension that builds throughout a story, eventually culminating in a high-tension finale.

Threat comes from action, much as Momentum does. PCs and NPCs alike will increase Threat during play, and that Threat is spent by the GM to create consequences and raise the stakes during different scenes. In this way, Threat serves as a visible "cause and effect" for the game, with actions and consequences linked by the rise and fall of the Threat pool.

The gamemaster typically begins each adventure with two Threat for each player character, though this can be adjusted based on the tone and underlying tension of a given adventure: if the stakes are high, the GM may begin with more Threat, while a calmer, quieter situation may reduce the GM's starting Threat.

THREAT AND PLAYER CHARACTERS

Player characters can add to Threat in a few ways.

- **Adrenaline Rush:** Once per scene you may restore up to three points of your Spirit — up to your normal maximum — by adding to Threat. Restoring one point of Spirit adds 1 to Threat, restoring 2 adds 3 to Threat, and restoring 3 adds 6 to Threat. If you do this, an ally who has a rivalry bond with you also gains 1 Spirit.
- **Complications:** Whenever a player character suffers one or more complications on a Test, they or the GM may choose to add two points to Threat to "buy off" the complication.
- **Escalation:** At times, the GM (or the rules) may warn that a specific action or decision risks escalation, by making the situation more dangerous or unpredictable. If a character performs an action that risks escalation, they immediately add one to Threat.

Player characters typically do not spend Threat: it is spent to challenge or threaten them.

THREAT AND THE GAMEMASTER

The Gamemaster may add to Threat in the following ways:

- **Threatening Circumstances:** The environment or circumstances of a new scene may be threatening or perilous enough to warrant adding one or two Threat to the pool automatically. Similarly, some NPCs may generate Threat simply by arriving, in response to changes in the situation, or by taking certain actions. This also includes activities that escalate the tension of the scene, such as a dormant machine awakening, threatening to awaken others nearby.
- **Non-Player Character Momentum:** NPCs with unspent Momentum cannot save it like PCs can: NPCs don't have a group Momentum pool. Instead, an NPC may spend Momentum to add to Threat, adding one Threat for every Momentum they spend.

In return, the gamemaster can spend Threat in several common ways:

- **Non-Player Character Spirit and Momentum:** The Threat pool serves as a mirror for the players' group Momentum pool, and the individual player characters' Spirit. Thus, NPCs may use Threat in all the ways that player characters use group Momentum or their own Spirit.
- **Non-Player Character Threat Spends:** On any action or choice where a player character would normally add one or more points to Threat, an NPC performing that same action or making that same choice must spend an equivalent number of points of Threat.
- **Non-Player Character Complications:** If an NPC suffers a complication, the gamemaster may buy off that complication by spending two Threat.
- **Complication:** The gamemaster may create a negative Truth by spending two Threat. This must come naturally from some part of the current situation.
- **Reinforcements:** The gamemaster may bring in additional NPCs during a scene. Normal NPCs cost one Threat each. Note that this does not apply to NPCs present at the start of the scene, only additional NPCs who arrive while the scene is playing out, and there must be some logical reason why those reinforcements have arrived and where they've come from.
- **Environmental Effects and Narrative Changes:** The gamemaster may trigger or cause problems with the scene or environment by spending Threat.

THRALLS
KEEP OUT!

CHAPTER 4

CONFLICT

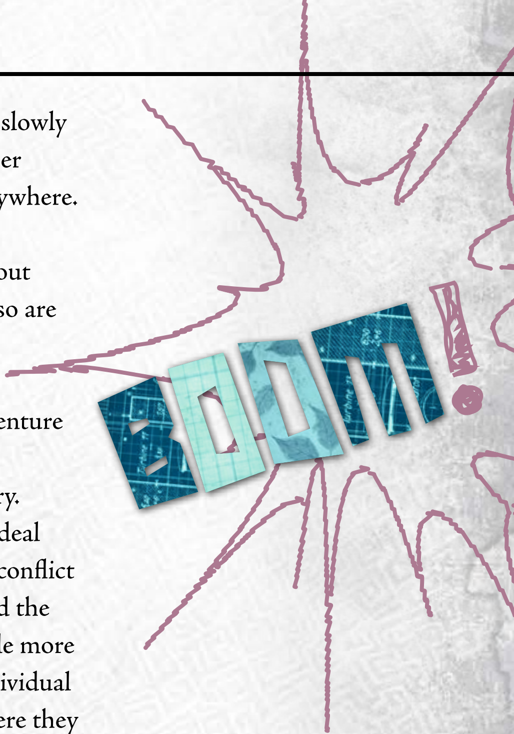
KABOOM! POW! SMASH!

Thralls really
really like to fight

ACTION SCENES AND CONFLICT

Whether fending off Thralls, trying to avoid a Waker as it slowly reactivates, or dealing with any of the many and varied other threats out in the world, there is potential for conflict everywhere. This chapter describes the way in which conflict develops, building upon the core rules and establishing how to play out tense, thrilling action scenes where the risks are great and so are the rewards!

As described in **Chapter 3: Core Rules** (**page** 55), an adventure or session of ***Dreams and Machines*** is normally broken up into scenes, just like a novel, TV show, movie, or other story. Normally, that's enough, and a loose structure like that is ideal for a lot of situations during the game. However, during a conflict scene, where the situation changes moment to moment and the stakes of each action are higher, it can be useful to be a little more structured. So, we break things down further, down to individual **actions**. Actions are already discussed in Chapter 3, but here they have a little more importance.



I really really like
to find flowers

Conflict scenes differ from most other scenes in that there tend to be a lot more actions, because conflict scenes tend to have a lot of things happening, especially things with big and significant results. Indeed, most conflicts tend to be a string of actions, one happening after another, in quick succession, often in response to the previous action: a Waker stomps down with a massive metal leg, your player character tries to dive out of the way, one of the other PCs fires at the Waker to distract it. In many cases, this can be resolved in the same way as actions taken during any other scene, but the guidance later in this chapter can provide some additional structure for handling actions in a conflict or action scene, as well as for resolving injuries.

OPTIONAL RULE: ACTION ORDER

Normally, the order in which characters act during a conflict is determined by the gamemaster. The GM chooses who acts first, and then chooses who acts next, and so forth, guided by what would be most fitting for the unfolding situation without need to worry about rounds or turns. However, that may not be suitable for all groups.

This optional rule divides the action into **Rounds** and **Turns**. During a round, each character receives a single turn (with a group of NPCs acting as a single character), and once everyone has taken one turn, that round ends and the next one begins.

The first character to act at the start of the scene is chosen by the gamemaster. At the end of that character's turn, the player controlling that character (or the GM, for NPCs) selects one other character, who has not yet acted this round. The character selected takes the next turn.

Once all characters have taken a turn, the last character to take a turn may select any character (including themselves) to take the first turn of the next round.

A character that has not yet acted during the round may interrupt this action order by spending 2 Momentum (NPCs spend two Threat instead, as normal). If they do this, then that character takes the next turn instead.

ACTION SCENE MOVEMENT AND ZONES

In action scenes, it can be useful to have a clear sense of where everyone is within an environment.

In these situations, the gamemaster will break up the location into a collection of zones. Each zone represents a distinct space within the location, such as a specific room, or the area surrounding a specific feature of the environment.

In an **action scene**, when a character takes their **turn**, they may move up to one zone in any direction before, after, or as part of the **action** they take. If a character wants to move farther, they may move one extra zone by spending 1 Momentum, or by adding +1 to the Difficulty of any Skill Test taken for their action.

If entering a zone means crossing an obstacle — climbing a cliff, hopping over a wall, jumping a gap — or the zone they're moving into contains difficult terrain — such as thick mud, deep water, dense undergrowth, or unstable rubble — the character must spend Momentum or pass a Skill Test (normally **Quickness** [**Move**] or **Might** [**Move**]) in order to do so, with the amount of Momentum or the Difficulty of the Skill Test determined by the GM based on how difficult the obstacle is or how rough the terrain is.

A character may attempt a melee attack against any enemy in the same zone.

A character may attempt a ranged attack against any enemy they can see. Enemies in the same zone or an adjacent zone can be attacked with no penalty. Enemies farther away from the attacker add +1 Difficulty to any ranged attacks against them for each extra zone between them, unless the attacker's **weapon** has the *Long-Ranged* quality.

ACTIONS

When a character attempts an action during a conflict, it's likely that the action they want to perform will fall into one of a few broad categories, at least in game terms. This applies as much to NPCs as it does to PCs.

There are, roughly speaking, four broad actions that characters will perform:

- **Attack:** The action's intent is to break, hurt, or otherwise defeat an opponent. This is a decisive action, and one which cannot be undone.
- **Avoid Danger:** The action's intent is to avoid or resist some dangerous or unfortunate action or event. The consequences of one's own actions can't be avoided in this way, but the effects of others' actions can be.
- **Confront Problem:** The action's intent is to confront some obstacle, problem, or challenge within the scene.
- **Define Truth:** The action's intent is to alter some fact of the scene. This may be to remove or change a Truth that is currently in play, or it may be to introduce a new Truth to the situation.

ATTACK

Attacking an enemy is done using either a **Skill Test** or **Contest**, normally using the Fight skill; it is a contest if the target can defend themselves (dodge or block a melee attack, dive into cover from a ranged attack), and a Test otherwise. If a character is attacking in melee, they need to be able to reach the target with their weapon. If a character is shooting, they need to be able to see the target. Whether the attack is melee or ranged will depend on your weapon.

The GM sets the Difficulty of the Skill Test, with a base Difficulty of 1 for melee attacks, and 2 for ranged attacks. As always other factors may apply, such as visibility. If the attack succeeds, then the target suffers an **Injury**. For player characters and most NPCs, suffering an Injury also means that the character is **defeated**. For more on Injuries and defeat, see page 83.

COUNTERATTACK

There's always a risk of a counterattack. If a character is defending against an attack, and wins the contest, they may spend 2 Momentum to counterattack (the GM may adjust this if there's a good reason). If a character counterattacks, then they inflict an Injury as if they had made a successful attack.

AVOID DANGER

When a character is faced with an impending danger — declared during one of the GM's actions, or an action from a hostile NPC — they may take the opportunity to try to avoid that danger. This isn't a conventional defense against an attack, but rather a situation where the GM prompts "something dangerous is about to happen, what do you do?"

In these situations, the player should describe the way they're choosing to avoid or resist the incoming danger. This will normally result in a Skill Test: success means they avoid the danger; failure means they suffer it (but the GM may allow them to succeed at cost).

CONFRONT PROBLEM

This flexible option is a catch-all for overcoming obstacles, embarking upon risky endeavors, or otherwise doing something that isn't directly covered by the other actions listed here.

State what the character is attempting to achieve. As with any action, the GM adjudicates whether it is possible to achieve the goal, and whether it requires a Skill Test to complete. Success on the Skill Test allows them to achieve their goal; failure means they don't, but the GM may allow them to succeed at cost.

DEFINE TRUTH

A common way to resolve many of the actions the characters undertake is to define a **Truth**. This action is an attempt to change some fact about the current situation. In game terms, this creates a new Truth, removes a Truth, or changes a Truth.

It must be logically possible for the character to affect this kind of change, but beyond that, new Truths can represent circumstances such as advantages or hindrances, such as a character being inspired or distracted, or material changes in the situation such as lights being extinguished or something flammable being set alight.

Typically, this will require a Skill Test, with a Difficulty of 2, though the GM may adjust this based on the circumstances, tools used, and so forth (it's easier to start a fire with a plasma torch than with flint and steel). Success means the Truth is created, removed, or changed as desired; failure means that the desired change wasn't made, though the GM may allow this to succeed at cost (perhaps allowing the player to create the Truth they wanted, but creating another one that represents an unforeseen problem in turn).

Truths have no set duration to them, but remain as long as they remain true. The less tangible a Truth, the less permanent it'll be, with some only lasting for a single action, while others may stick around until actively removed or changed.

INJURY, DEFEAT, AND DEATH

During the course of an action scene or a conflict, a character may suffer **Injury** as a result of attacks or hazards.

An **Injury** is a specific type of **Truth**, representing the way a character has been hurt. As with any Truth, they can affect the Difficulty of Skill Tests, and even whether some tests are possible.

Weapons and hazards alike list a default type of **Injury** they inflict (though the GM can adjust this if needed, perhaps to add more detail), and a **damage rating**, which is a number from 1-6. Characters may attempt to **avoid Injury** by spending Spirit equal to the attack's damage rating. When a character succeeds at an attack, they may spend Momentum to increase the damage rating of the attack, adding +1 to the damage rating for every Momentum spent.

Some especially powerful weapons may inflict multiple Injuries, requiring that Spirit be paid to avoid them individually; such weapons are extremely potent, and similarly rare. If a weapon inflicts multiple Injuries, this will be noted in square parenthesis, such as *plasma burns [x2]*, followed by the cost. If a weapon inflicts multiple Injuries, the cost to avoid each Injury is always the same, and Momentum spent to increase the cost increases the cost of all Injuries the attack inflicts.

Injuries may also be inflicted by environmental effects, such as collapsing structures, falling from great heights, fires, and similar.

AVOIDING INJURY

As noted above, a character may spend Spirit to avoid suffering an Injury.

To do this, spend a number of points of Spirit equal to the damage rating of the attack, after any increases from the attacker spending Momentum.

If the character is wearing armor or protective clothing, then they reduce the amount of Spirit they need to spend by an amount equal to the Protection rating of the armor. No matter how much Protection the armor provides, the character must pay a minimum of 1 Spirit to avoid an Injury. NPCs may avoid Injuries in a similar way, but they spend Threat rather than Spirit.

If a character does not have enough Spirit to avoid an Injury, they may still spend whatever Spirit they have. If they do so, they avoid the Injury for the rest of the scene… at which point they suffer the Injury's effects. NPCs cannot use this option; it's strictly for player characters.

Alternatively, if a character is wearing armor, they may sacrifice the armor to avoid an Injury. They are defeated, but suffer no Injury. The armor they're wearing is destroyed, and will provide no Protection. NPCs cannot use this option either.

INJURY AND DEFEAT

When a character suffers an Injury, they are also **defeated**. A defeated character cannot take any further actions during the current scene: they may be unconscious, they might be dazed and confused, they might be conscious but in too much pain to move, but the important part is that they cannot do anything else in the scene.

A defeated character can be brought back into the fight by another character, typically making a Test with a Difficulty of 2 (attribute and skill determined by however they're trying to wake or rouse their ally; **Resolve** [**Talk**] is the most common choice here). This removes the defeated state and allows the character to take actions again, though it doesn't remove any Injuries they've suffered, restore any Spirit, or stop them being exhausted (as applicable).

Otherwise, a character stops being defeated at the end of the current scene.

Some NPCs can withstand multiple Injuries before becoming **defeated**. This will be noted in their entry. In the cases of these NPCs, they become **defeated** when they have suffered their maximum number of Injuries.

HEALING AND RECOVERY

A character who has suffered one or more Injuries requires healing. While Spirit can be recovered through reassurance and rest, an Injury may require significantly more effort to heal.

Healing occurs in two stages: **first aid** and **recuperation**.

First aid covers immediate treatment applied in the field. First aid does not remove a character's Injuries, but rather renames an Injury to reflect treatment that has been applied. For example, *bleeding* Injury could be replaced with *bandaged wound* or *stitches*. This establishes that healing has begun, and while a character might not yet be healed, these **Treated Injuries** are typically less of a hindrance. At GM's discretion, some non-lethal Injuries, such as *stunned* or *entangled* are removed entirely when they're treated. **Performing first aid to treat an Injury requires a Skill Test (normally Insight [Survive]) with a Difficulty equal to the base damage rating of the Injury** (the damage rating before any additions from Momentum). Success treats that specific Injury, plus one extra Injury of that cost or lower per Momentum spent.

If the character has a First Aid Kit, medikit, or similar item, then that will make some Injuries easier to treat: if the base cost of the Injury is equal to or lower than the tools can treat, then the Difficulty of the Skill Test is reduced to 1.

If a character has one or more treated Injuries when they suffer another Injury, the highest-cost treated Injury is re-opened and no longer counts as treated (the character has popped their stitches or otherwise made their old Injury worse).

Recuperation is how a treated Injury is eventually removed. Once an Injury has been treated, it will be healed entirely (and removed, though maybe leaving a memorable scar) after a number of **Bed** rests equal to *twice* the Injury's damage rating; assume that each rest, the characters (and their allies) are checking wounds, changing bandages, and so forth. A full day of rest — doing nothing but resting in bed, with someone checking on your wounds from time to time — counts as two Bed rests for the purposes of healing.

Untreated Injuries, however, will not heal in this way. Each Bed rest an Injury is left untreated, its base cost increases by +1, and the GM adds 1 to Threat. The GM may spend Threat to inflict Truths on a character who has left Injuries untreated which represent continued bleeding, infection, and other problems.

DEATH

Characters in ***Dreams and Machines*** are typically plucky and determined enough to avoid death by the skin of their teeth most of the time. They might get hurt, but dying outright is rare.

However, it does happen sometimes. There are three circumstances in which a character can be killed outright.

- A defeated character dies immediately if they suffer an additional Injury. Executing downed foes like this should be extremely rare: if one of the PCs attempts this, it adds 2 to Threat, and enemy NPCs must spend 2 Threat to carry out an execution like this. It is recommended the GM uses this only rarely — it's usually much more interesting to have a player character captured, providing an opportunity for the characters to rescue their friend.
- **Deadly** attacks and hazards are rare, and the GM must spend 2 Threat to make a deadly attack. A deadly weapon has **Death** listed as the Injury it inflicts. The GM should warn players if an NPC with a weapon of this type enters a scene, so as not to feel unfair. If a character is successfully hit by a deadly attack, and does not manage to avoid it completely, the character dies when the Injury takes effect (i.e., if they didn't have enough Spirit to avoid it, then the character dies at the end of the scene).
- A character may, as part of one of their actions (but before attempting any tests for that action), declare that they are **willing to die**. If they do so, the character *immediately* regains all lost Spirit, and ceases to be exhausted (if they were). Further, the character regains one point of Spirit at the start of each action. However, if, at any point during the remainder of the scene, the character would be defeated, the character dies instead.

When a player character dies, all the surviving characters in the group gain **growth** (see page 114)

CHAPTER 5

CHARACTERS

I'm good at doing rubbings

I found this shell when I visited the Shining Coast

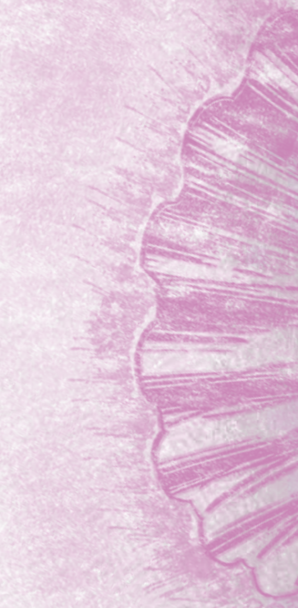
DESCRIBING CHARACTERS

This section describes the components that make up a player character in ***Dreams and Machines***.

ATTRIBUTES

A character's **attributes** represent their most basic abilities: the things they are innately good at, the things they're bad at, and the ways they prefer to approach problems. Each attribute has a rating, normally from 6 to 16, with 8-10 representing an average capability.

ATTRIBUTE RATING	MEANING
6–7	Weak or undeveloped ability
8–10	Average
11–12	Natural talent or regular training
13–14	A mixture of talent, training, and dedication
15–16	Amongst the best of the best



- **Might** represents a character's physical strength and endurance, and their knowledge of how best to use those qualities effectively. Mighty characters tend to be good at climbing, swimming, hand-to-hand combat, operating heavy equipment, lifting heavy loads, and breaking things.
- **Quickness** represents a character's coordination, dexterity, reflexes, speed, and agility, as well as an understanding of how to apply those qualities in practice. Quick characters tend to be good at running, jumping, sneaking, feats of acrobatics, avoiding physical hazards, delicate or precise technical work, and responding rapidly to new circumstances.
- **Insight** represents a character's ability to understand new information, piece together clues, notice unusual details, make intuitive leaps, and generally comprehend and apply knowledge. Insightful characters are clever, observant, and knowledgeable.
- **Resolve** represents a character's ability to resist coercion, to remain focused when scared, stressed, or debilitated by pain or doubt, or to command attention. Resolute characters tend to have a potent force of personality, and may come across as persuasive or compelling, but they're also stalwart and determined, able to keep a calm head during stressful situations.

SKILLS

A character's **skills** represent the abilities picked up from their background: the things they know, the things they're trained to do, and the things they spend time and effort practicing. Each skill has a rating, from 1 (no training or knowledge) to 6 (absolute mastery and expert training).

SKILL RATING	MEANING
1	Little or no training or knowledge
2	Incomplete or rudimentary training or knowledge
3	Basic training or knowledge, but little or no experience
4	Basic training and knowledge, with some practical experience
5	Expertise and understanding developed through training and experience
6	Extensive training, considerable experience, and masterful knowledge

- **Fight** covers attempting to inflict or avoid harm, as well as the tricks, tactics, and techniques of combat.
- **Move** covers traversing an environment, by running, climbing, swimming, jumping, and other methods. It can also include identifying a route through difficult or dangerous terrain, and guiding others through it.
- **Operate** covers using, maintaining, and fixing tools and machines. This skill is the one most affected by the character's **Tech Level** (below).
- **Sneak** covers actions taken in such a way as to avoid notice, such as moving quietly and hiding, as well as performing subtle or clandestine actions such as using camouflage, picking locks, bypassing security systems and traps, picking pockets, and creating effective distractions to mislead or confuse adversaries.
- **Study** covers the ability to gain information through observation and investigation. This can include research of ancient books and data from old computers, as well as learning about creatures, machines, and situations by carefully watching them.
- **Survive** covers how to effectively stay alive in the wilderness, helping when a character wishes to gather food and other resources in the wild, to avoid exposure to extreme weather and other environmental conditions, and to navigate using natural landmarks, stars, and other signs. It also covers more short-term survival, such as resisting poisons, diseases, and other debilitating effects, and how to treat Injuries.
- **Talk** covers how to interact with other people, to convey complex ideas effectively, or to use emotive language to inspire or coerce. This also includes a knowledge of these techniques, and an ability to notice when they're being used to manipulate or deceive.

TECH LEVELS

Every character has a **Tech Level** (sometimes abbreviated as TL), defined by their origin and archetype, and affected by their growth over the course of a campaign. Tech Level describes the level of technology which the character understands and can safely operate.

TECH LEVEL	MEANING
0	Requires no technical aptitude to make or use — improvised tools, or objects which can be used as tools with no alterations.
1	Requires a minimum amount of work to turn components into a functional device and requires some instruction and practical skill to use the device effectively.
2	Assembled from multiple components or ingredients, often with several moving parts or specially-made components. Requires specific knowledge and skill to build, maintain, and operate.
3	Device contains electrical components and a power supply, commonly a kinetic battery. May contain or utilize basic computer processors and circuitry.
4	Device is powered and contains sophisticated circuitry and/or computer processors. May include basic molecular sequencing technology.
5	Device relies upon, or contains, nanotechnology or atomic sequencing. The device may be difficult to operate without a reader lens or similar augmented reality technology.
6	The device could only be manufactured using precision, A.I.-directed atomic sequencing technology, and is designed to be operated by an A.I.

If a character's tech level is *equal to or higher* than the tech level of the item they're interacting with, they can interact with the device freely. They understand the principles, and after a short time to familiarize themselves with the item, they will only require tests to use the item in difficult or dangerous situations.

If a character's tech level is *lower* than the tech level of the item they're interacting with, they cannot use the item effectively. With basic instruction from a character able to use the item, they can attempt to use the item, but the Difficulty of any Skill Tests is increased by 1, and each time they use the item they add to Threat, a number of points equal to the difference between the item's Tech Level and their own (that is, if the item has a Tech Level of 5 and they have a Tech Level of 3, they add 2 to Threat for each use).

LEARNING HOW TO USE TECHNOLOGY

Most groups in *Dreams and Machines* will have characters with a mixture of different Tech Levels.

You may, during a Bed rest, instruct another character in the use of a single item. You must have a high enough Tech Level to use the item, and the person you're instructing must have a Tech Level lower than that of the item.

With your instruction, the character ignores the Difficulty increase from using an item above their Tech Level.

A character may only have instruction for *one* item at a time. If you wish to learn how to use multiple items of higher Tech Levels, spend growth to increase your Tech Level.

TRUTHS

Characters have Truths that define key elements of their personality or physicality — a single word or short phrase that describes a fundamental aspect of who they are. These Truths are used in the same way as any other: making a Skill Test easier or harder, or making something possible or impossible for them.

A character may occasionally gain additional Truths during play. Some of these may be temporary, short-lived conditions, while others may represent lasting effects upon the character such as serious Injuries. There is no fixed number of Truths a character can have, though from character creation a character will have at least two, one from the character's Origin and another from their Archetype.

For more on Truths, see **Chapter 3: Core Rules** (**page 55**).

BONDS

Every player character has connections to other members of their group; characters don't exist in isolation.

There are two kinds of bonds: **supportive bonds** and **rivalries**.

During character creation, a character will receive one or more **bonds**, which link characters in the group together, and help characters regain **Spirit** (**page 60**).

- If a character has a **supportive bond** with another character, they readily take on one another's burdens and struggles, and bolster one another when it really matters. Whenever a character helps an ally with whom they have a supportive bond to regain Spirit by spending Momentum or giving up their own Spirit during a rest, the ally regains +1 Spirit.
- If a character has a **rivalry** with another character, their competitive natures push each other to succeed. When an ally with whom the character has a rivalry regains one or more Spirit by adding to Threat, the character recovers one Spirit as well.

TALENTS

A character is more than the sum of their parts. Their attributes, skills, and focuses alone do not give a full picture of what they are capable of. **Talents** are additional benefits that a character possesses, taking the form of a mechanical bonus — re-rolls, bonus Momentum, rule exceptions, or extra abilities they can use by spending Spirit — that apply within a set of circumstances.

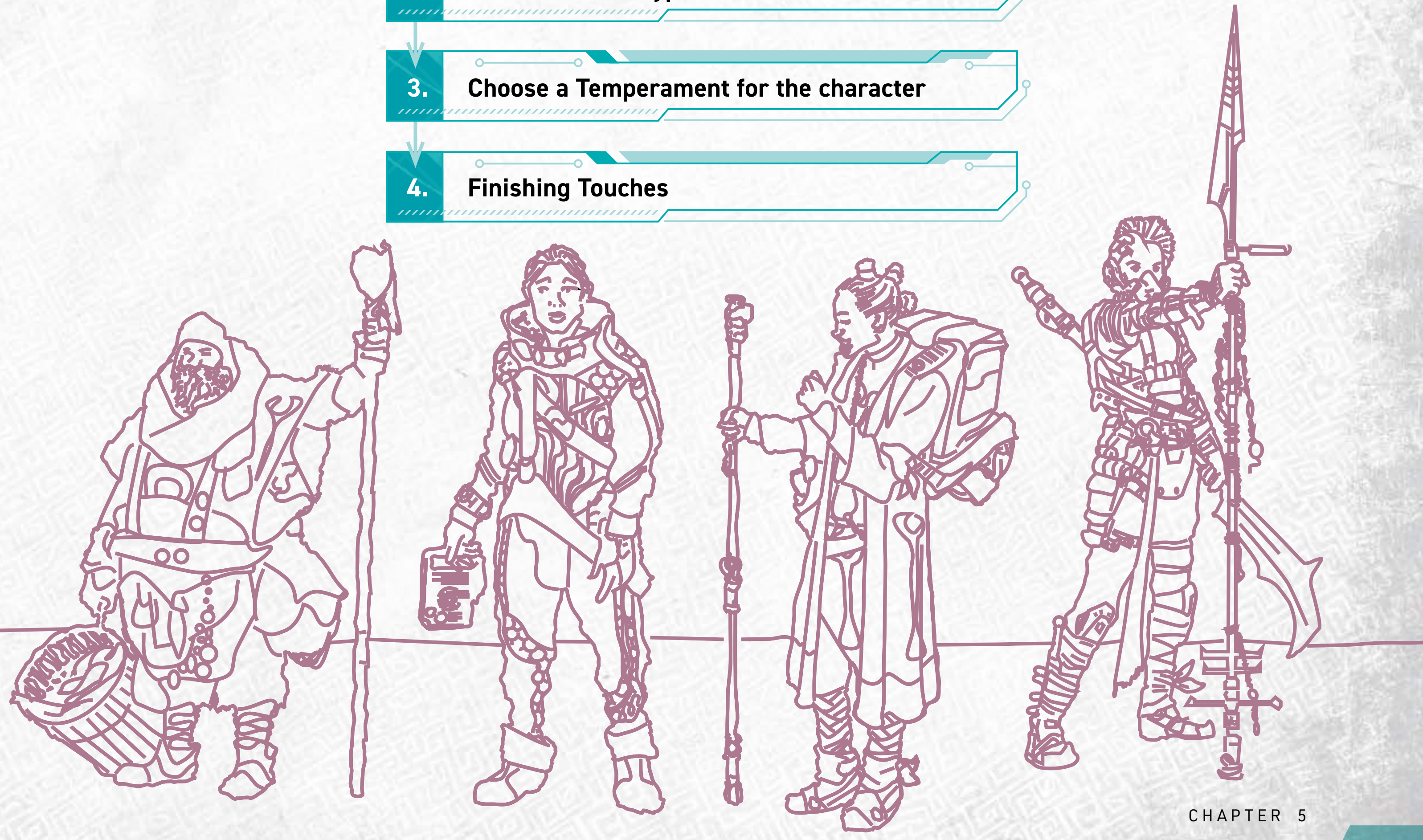
Abe thinks this
will be very very
character building!

CHARACTER CREATION

Yay, new friends for me!

When a player creates a character for ***Dreams and Machines,*** go through the following steps.

1. **Select a single Origin for the character**
2. **Select an Archetype for the character**
3. **Choose a Temperament for the character**
4. **Finishing Touches**



ORIGINS

Select an origin for the character. The available origins are **Everan**, **Dreamer**, **Archivist**, **Spear**, or **River**.

Each Origin provides a standard set of benefits:

- **Truth:** The character gains a single Truth, normally the name of the Origin.
- **Attributes:** The Origin sets the character's starting Attributes.
- **Skills:** The Origin sets the character's starting Skills
- **Tech Level:** The Origin sets the character's initial Tech Level.
- **Spirit:** Some Origins grant the character an increase to their maximum Spirit.
- **Supply Points:** Some Origins grant a bonus to a character's starting Supply Points. This section will also describe the type of Supply Points the character tends to collect and may provide a bonus when gaining Supply Points of a specific type.
- **Special Abilities:** Each Origin provides a character with one or more special abilities based on common knowledge and training from that Origin culture.

EVERAN

The majority of people on the world of Evera Prime are Everans. Their communities tend to be the largest and most welcoming, with strong traditions of hospitality. Part of their success is seeking out aid from other communities, banding together and sharing strengths to survive and thrive. Everans know that strength comes from difference, and uniqueness is a quality worth celebrating. Everan communities are highly varied in type and size, ranging from tiny hamlets burrowed in the hollow of a mountain, to the biggest towns that exist following the Builder War. Wherever they come from, whoever they are, Everans are friendly, welcoming folk, knowing there's no accounting for taste.

- **Truth:** The character gains the Truth *Everan*
- **Attributes:** The character's starting Attributes are Might 6, Quickness 6, Insight 6, Resolve 6. Pick two attributes and increase both to 7.
- **Skills:** The character's starting Skills are Move 1, Fight 1, Sneak 1, Talk 1, Operate 1, Study 1, Survive 1. Pick two Skills and increase both to 2.
- **Tech Level:** The character has a starting Tech Level of 2.
- **Spirit:** The character's Spirit Pool is increased by +1.
- **Supply Points:** The character has +1 Supply Points. An Everan's Supply Points can be replenished from any source and can be used to create both natural and technological items.
- **Special Abilities:** The character has the **GLIF-Pattern Clothing** ability, plus either **Everyone's Friend** or **Adaptable**.

SPECIAL ABILITY: EVERYONE'S FRIEND

Everans are used to working well with others and are excellent at forming bonds with their comrades.

You receive one additional bond with another character in the group. This bond may be a supportive bond or a rivalry.

SPECIAL ABILITY: ADAPTABLE

Everans make use of whatever they can to help their communities thrive, and will not needlessly cast aside technology that can be of use.

When you attempt to use technology with a Tech Level higher than yours, add only half the normal amount of points to Threat (rounding up).

SPECIAL ABILITY: GLIF-PATTERN CLOTHING

You own, and routinely wear, items of clothing — often a cloak, coat, shawl, poncho, or other piece of outerwear — patterned with the traditional geometric forms of a *disregard* GLIF, intended to make machines overlook the wearer. In combination with a traditional dance taught to them as children, an Everan can more easily avoid the wrath of a dangerous machine.

As an action, you can perform this dance, which does not require a Skill Test. Until the start of their next action, a machine attempting to attack you adds +1 to the Difficulty of its attack. Once a machine has been affected by this ability, it cannot be affected again during this scene.

YAY EVERANS

DREAMER

Settlements of Dreamers tend to be remote and isolated, and they are seldom especially large groups. Dreamers shun technology, preferring to live off the land, and they are known to be fiercely independent and self-reliant, often to the point of being aggressive to outsiders. Their secretiveness and distrust of technology means many people think of them as backwards, but this couldn't be further from the truth. Dreamers are masters of biological and chemical sciences, and they have learned to live well, and safely, without needing the crutch of technology that might draw Wakers. Dreamers are generally insular and slow to trust outsiders, but they form tight bonds with those who earn their trust.

- **Truth:** The character gains the Truth *Dreamer*
- **Attributes:** The character's starting Attributes are Might 6, Quickness 6, Insight 6, Resolve 8.
- **Skills:** The character's starting Skills are Move 2, Fight 1, Sneak 1, Talk 1, Operate 1, Study 1, Survive 2.
- **Tech Level:** The character has a starting Tech Level of 1.
- **Spirit:** The character's Spirit Pool is increased by +2.
- **Supply Points:** The character's Supply Points are unchanged. A Dreamer's Supply Points are replenished from the natural world, and they can only be used to create natural items. The character gains twice the normal number of Supply Points from foraging for natural Supply Points.
- **Special Abilities:** The character has any two of the following special abilities: **Rely on Nature**, **Natural Traps**, or **Tech-less**.

SPECIAL ABILITY: RELY ON NATURE

Dreamers have traditional techniques to keep themselves and their allies healthy.

When you attempt **First Aid** on an ally, you count as having the appropriate tools, making the Skill Test at Difficulty 1, by spending Supply Points equal to the Injury's damage rating.

SPECIAL ABILITY: NATURAL TRAPS

Dreamers are taught a variety of techniques and tricks that can be used to hinder or dissuade attackers, even robots. These traps use nothing but materials found within the natural world.

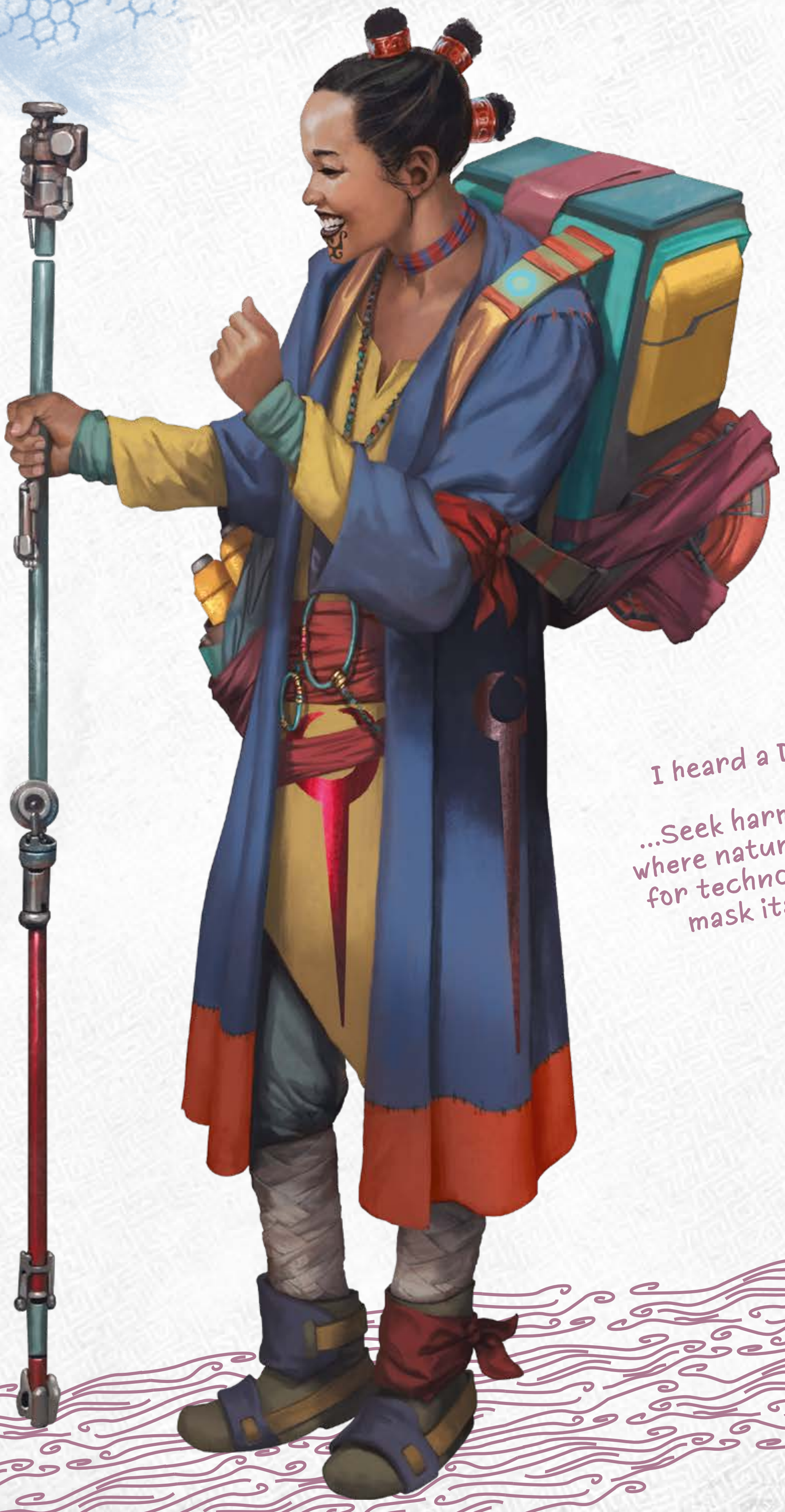
When you create a Truth that represents a trap or a hindrance placed on an enemy, you may spend 1 Supply Point to enhance the trap or hindrance, doubling any Difficulty increase it causes, and increasing the Difficulty of any Skill Test to remove it by +1.

SPECIAL ABILITY: TECH-LESS

You have learned to rely on basic, almost primitive tools, eschewing the advanced devices that were used in the Old World. While this can make life harder, it can help avoid the synthetic gaze of machines, which are drawn to the signals produced by old tech.

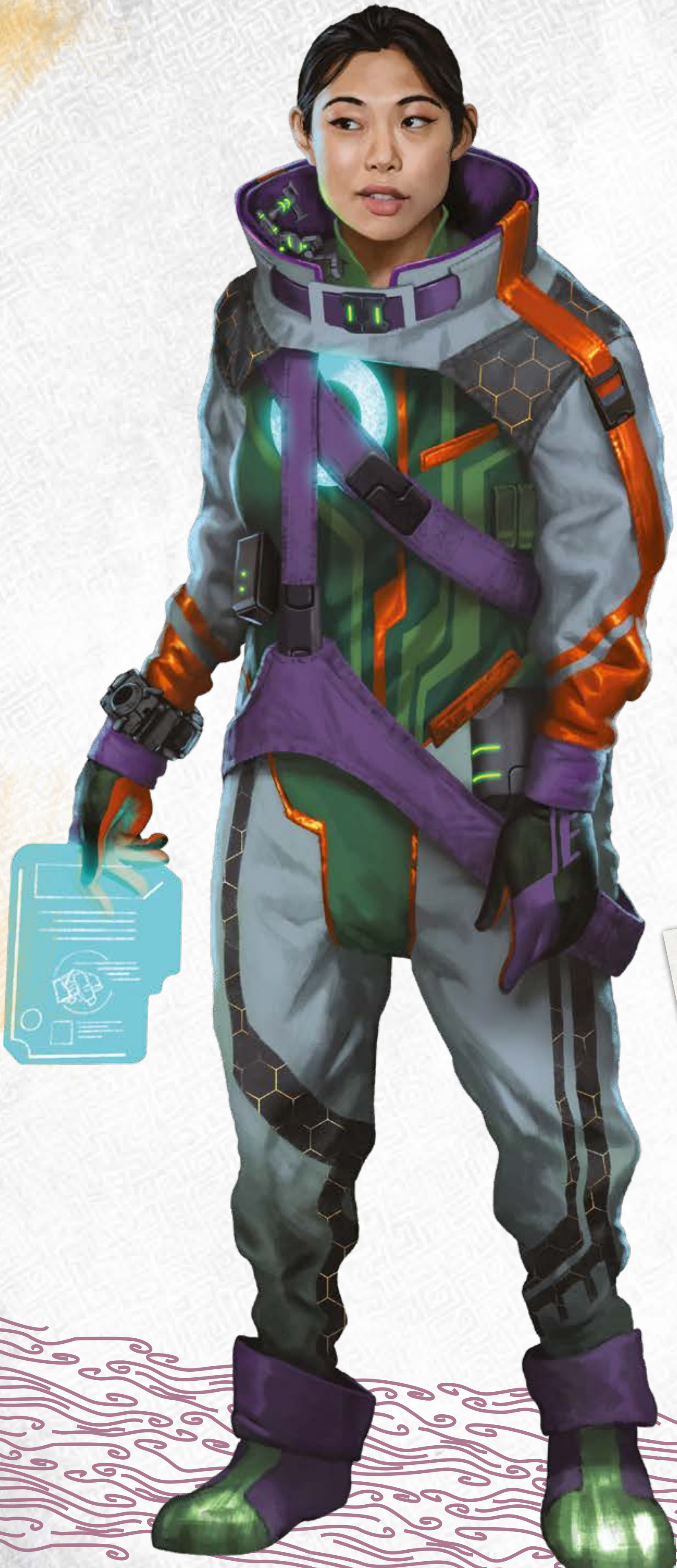
Whenever a machine attempts a Skill Test to detect you, increase the Difficulty of its Skill Tests by +1 if there is an ally with a higher Tech Level in the same zone. However, whenever you attempt to use an item of a higher Tech Level than your own, add an extra +1 to Threat.

HUZZA DREAMERS

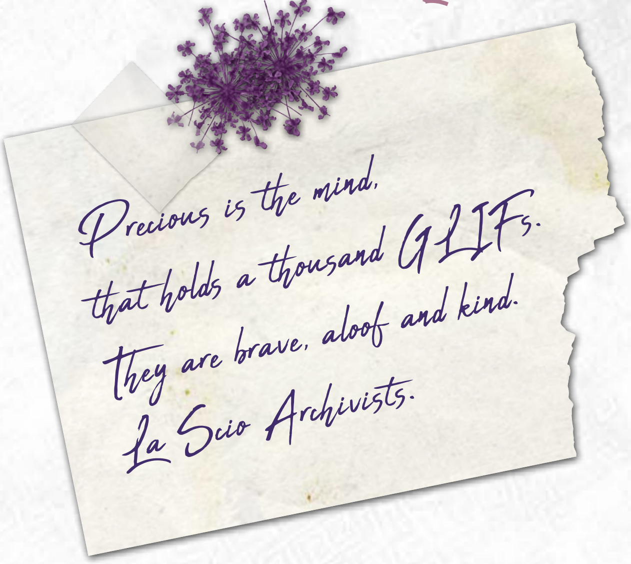


I heard a Dreamer say...

...Seek harmony in balance,
where nature finds its place,
for technology's allure can
mask its ghastly face.



I learnt this old poem about the Archivists



Precious is the mind,
that holds a thousand GLIFs.
They are brave, aloof and kind.
La Scio Archivists.

ARCHIVIST

A subculture of scientists, engineers, and techno-archaeologists, who trade their understanding of machines for food and other resources. Archivists view themselves as the inheritors of the mantle of the La Scio Archive, those brave souls who stood up to the Builder and orchestrated humanity's defense. They are varied in their beliefs, adhering to one of several philosophies, but all work for the betterment of humanity. Archivist collectives are small communities, often held at arm's length by others, as Archivists can be regarded as aloof, eccentric, disconnected, or just weird. Still, Archivists pay fair coin for the things they need, and most are willing to share their knowledge for the right price.

- **Truth:** The character gains the Truth *Archivist*
- **Attributes:** The character's starting Attributes are Might 6, Quickness 6, Insight 8, Resolve 6.
- **Skills:** The character's starting Skills are Move 1, Fight 1, Sneak 1, Talk 1, Operate 2, Study 2, Survive 1.
- **Tech Level:** The character has a starting Tech Level of 3.
- **Spirit:** The character's Spirit Pool is unchanged.
- **Supply Points:** The character's Supply Points are increased by +2. An Archivist's Supply Points are replenished from salvaged technology, and they can only be used to produce technological tools. This character can gain twice the normal amount of Supply Points from technological or industrial sources.
- **Special Abilities:** The character has the special ability **GLIF-Lore**, which includes knowledge of two GLIFs (described below).

SPECIAL ABILITY: GLIF-LORE

You possess knowledge of ancient sigils and patterns which can affect machines, known as GLIFs. These patterns can be inscribed onto surfaces, objects, or even people to provoke an instinctive response in most machines and other AI systems.

You possess a Stylus, a nanotech writing implement that can mark any surface and erase previous marks. You know two GLIFs (see page 119), either two Complexity 1 GLIFs, or one of Complexity 1 and one of Complexity 2.

ARCHIVISTS

SPEAR

Spears are a culture of warriors and hunters, who wander the wilderness and the ruins, destroying machines and keeping their territories safe. Spears are descended from those humans who could not, or did not, flee the cities during the War, and they have generations of experience in hunting machines. The Spears leave no one behind; every human is worth defending against the machines. Given how irradiated and damaged much of their lands are, they often trade with other communities, particularly for things that they cannot grow or scavenge for themselves.

- **Truth:** The character gains the Truth *Spear*
- **Attributes:** The character's starting Attributes are Might 6, Quickness 6, Insight 6, Resolve 6. Select Might or Quickness and increase the chosen attribute to 8.
- **Skills:** The character's starting Skills are Move 1, Fight 2, Sneak 2, Talk 1, Operate 1, Study 1, Survive 1.
- **Tech Level:** The character has a starting Tech Level of 1. Spears ignore the Tech Level of Electrospears and may always use them.
- **Spirit:** The character's Spirit Pool is increased by +1.
- **Supply Points:** The character's Supply Points are increased by +1. A Spear's Supply Points can be replenished from any source and can be used to create both natural and technological items.
- **Special:** When selecting equipment for the character, one of the character's weapons *must* be an Electrospear.
- **Special Abilities:** The character has the ability **Hunter-GLIFs** and one of the following special abilities: **Spear's Blend** or **Second Strike**.

SPECIAL ABILITY: SPEAR'S BLEND

You have been taught some of the old lore, of special blends of herbs, plant oils, and other chemicals that heighten reflexes, make a warrior fearless, and numb them to pain. Such a blend would be poisonous to outsiders, but you have built up a resistance.

You may spend 1 Supply Point at the start of a conflict scene to administer the Spear's Blend — this might be inhaled, drank, rubbed on the gums, or administered another way. During the scene, you gain one extra Spirit whenever you use the **Adrenaline Rush** option to regain Spirit by adding to Threat.

SPECIAL ABILITY: SECOND STRIKE

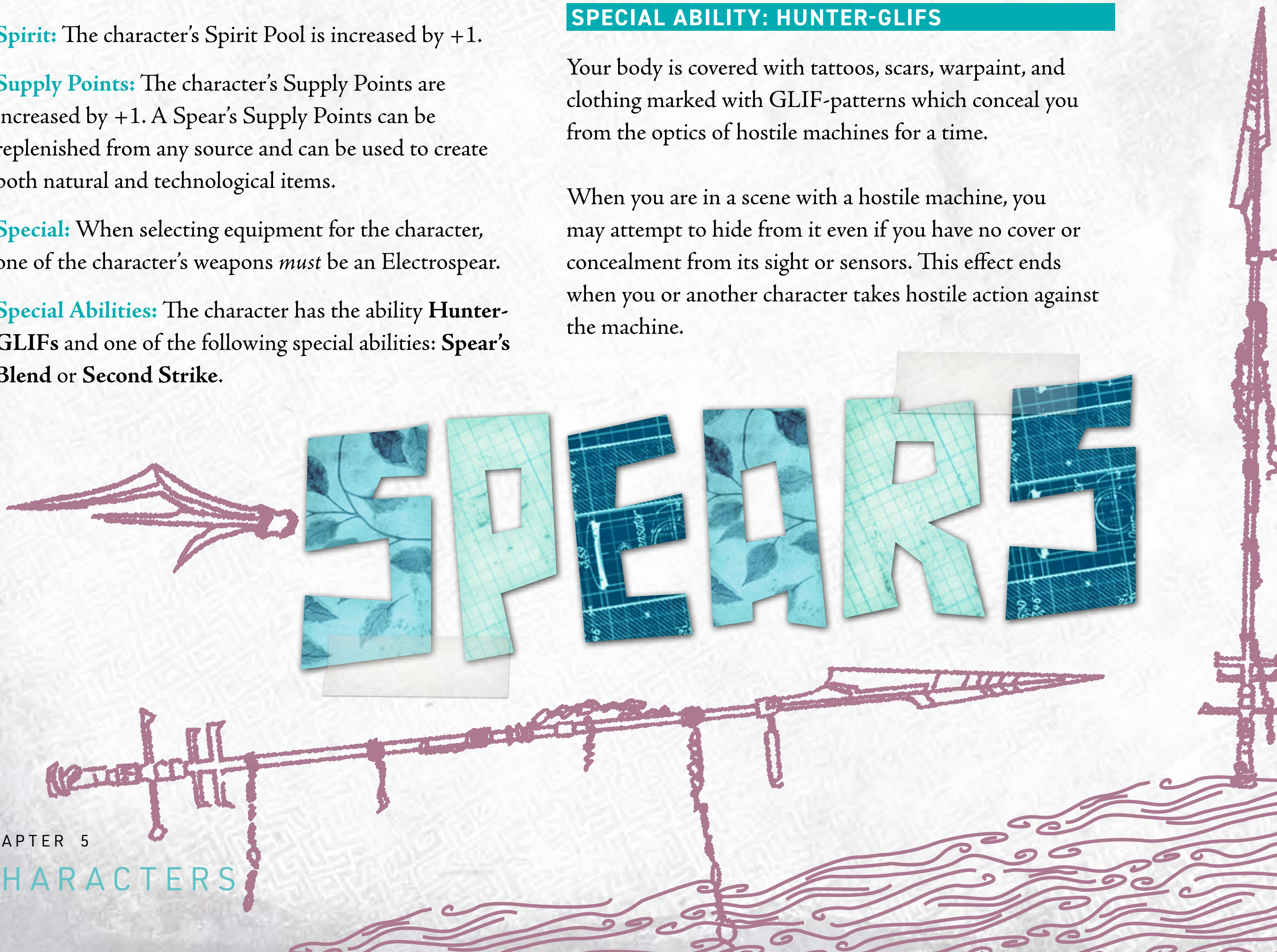
You have studied the pack tactics of your kin and know well that for many of the deadly foes in the ruins, the first strike is seldom the final one.

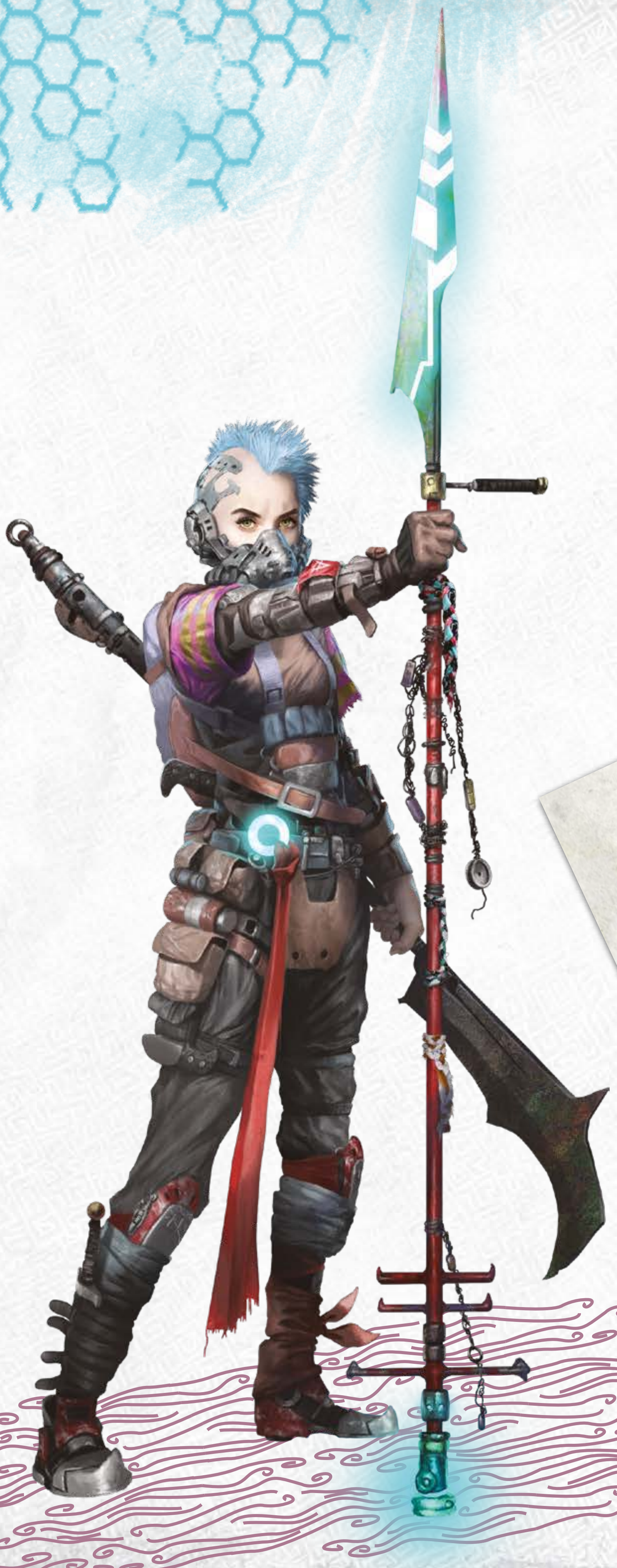
When you make a melee attack against an enemy who has suffered one or more Injuries, you regain 1 Spirit before making the attack.

SPECIAL ABILITY: HUNTER-GLIFS

Your body is covered with tattoos, scars, warpaint, and clothing marked with GLIF-patterns which conceal you from the optics of hostile machines for a time.

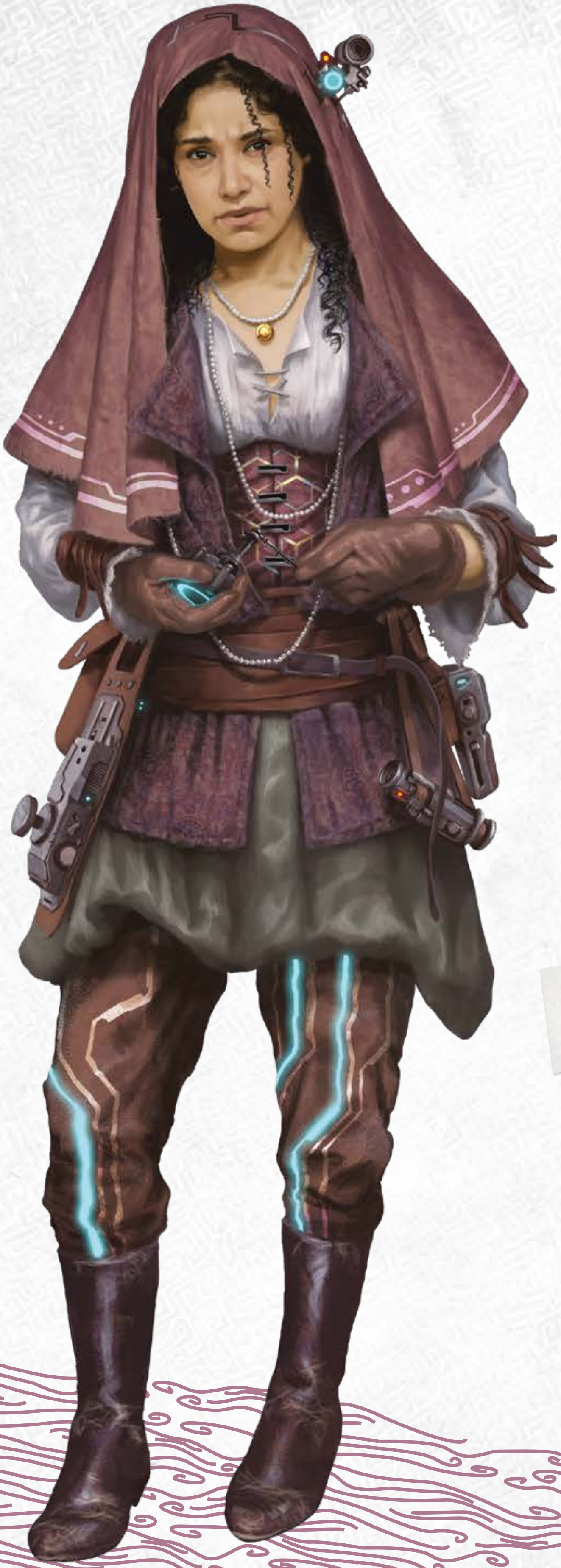
When you are in a scene with a hostile machine, you may attempt to hide from it even if you have no cover or concealment from its sight or sensors. This effect ends when you or another character takes hostile action against the machine.





I think this is
talking about
the Spears

Hunt all decrepit Wakers,
defeat each grim machine.
Fight for every territory,
defend each human bein'.



These nice flowers match the colour of her clothes

RIVER

Rivers live on the waterways that spread across Evera Prime. They never stay in one place for long and make their living by trade. Anything that's needed can be found at the next stop, and anything no longer needed, someone else will find a purpose for. The Rivers flow like the waters they have made their home, never settling, always moving. They make connections with many folks along their travels, and they are viewed by many as the lifeblood of Evera. There's a saying among the land-bound on Evera, "If you have it, a River brought it."

- **Truth:** The character gains the Truth *River*
- **Attributes:** The character's starting Attributes are Might 6, Quickness 7, Insight 7, Resolve 6.
- **Skills:** The character's starting Skills are Move 1, Fight 1, Sneak 1, Talk 2, Operate 2, Study 1, Survive 1.
- **Tech Level:** The character has a starting Tech Level of 2.
- **Spirit:** The character's Spirit Pool is increased by +1.
- **Supply Points:** The character's Supply Points are increased by +3. A River's Supply Points can be replenished from any source and can be used to create both natural and technological items.
- **Special Abilities:** The character has any two of the following special abilities: **Just What They Need**, **Trader**, or **Haggler**.

SPECIAL ABILITY: JUST WHAT THEY NEED

Your pack is bulging with things you no longer have need for, but which others might find a purpose for.

Once per session, when you trade with another character, you may spend up to 3 Supply Points to reveal that you're carrying an item worth up to 2 coin per Supply Point spent, which is something valuable to whomever you're trading with.

SPECIAL ABILITY: TRADER

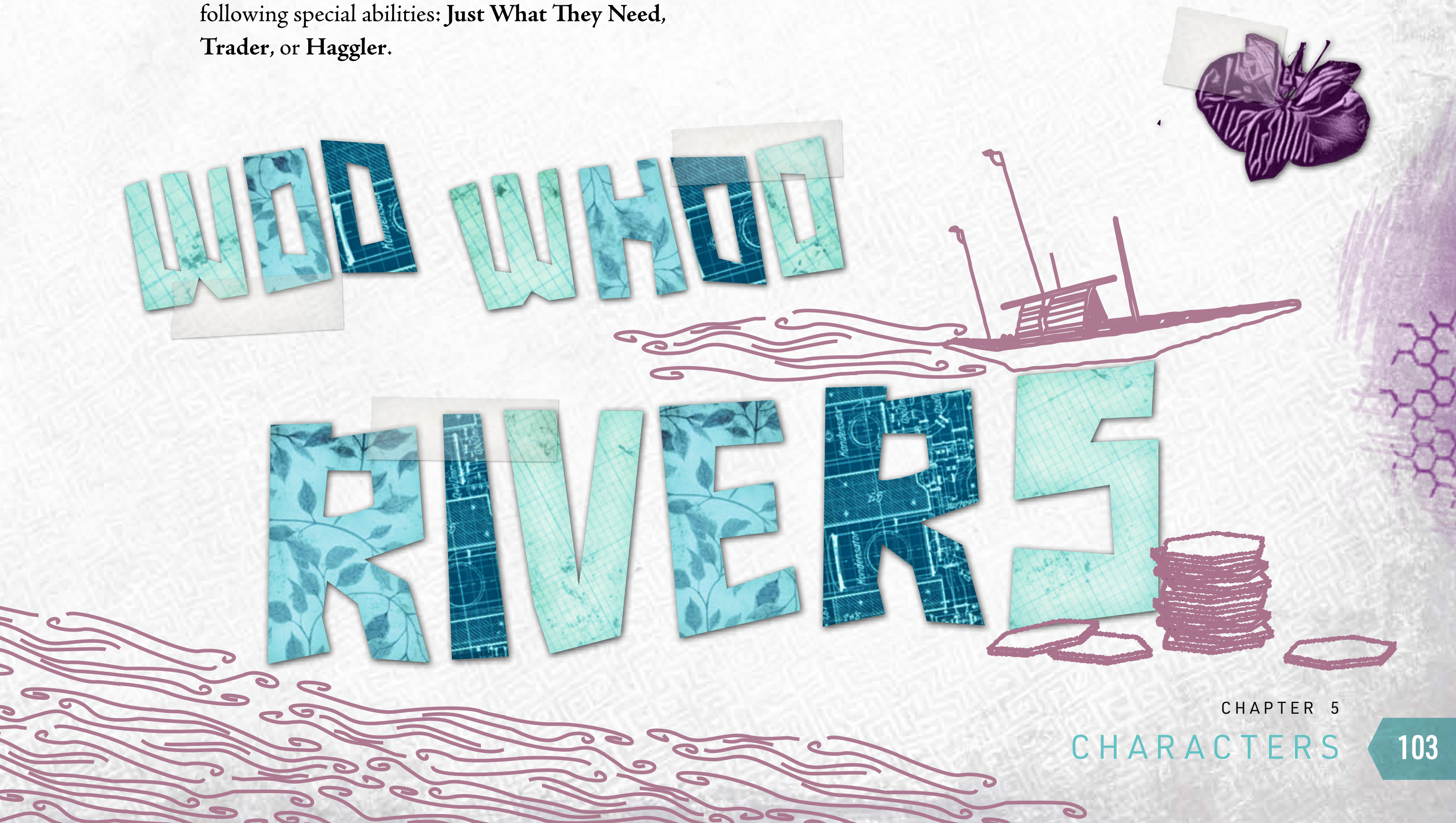
You have successfully traveled up and down the waterways and have picked up a healthy reserve of money

You begin the game with +3 coin.

SPECIAL ABILITY: HAGGLER

You have developed a knack for haggling and negotiation and can spot the opportunity to get the best deal.

When buying or selling an item, you may add +1 to the cost of one item you are selling or reduce the cost of one item you wish to buy by 1. Once you've done this, you may not use this ability again until after you have taken a **Bed** rest.



ARCHETYPES

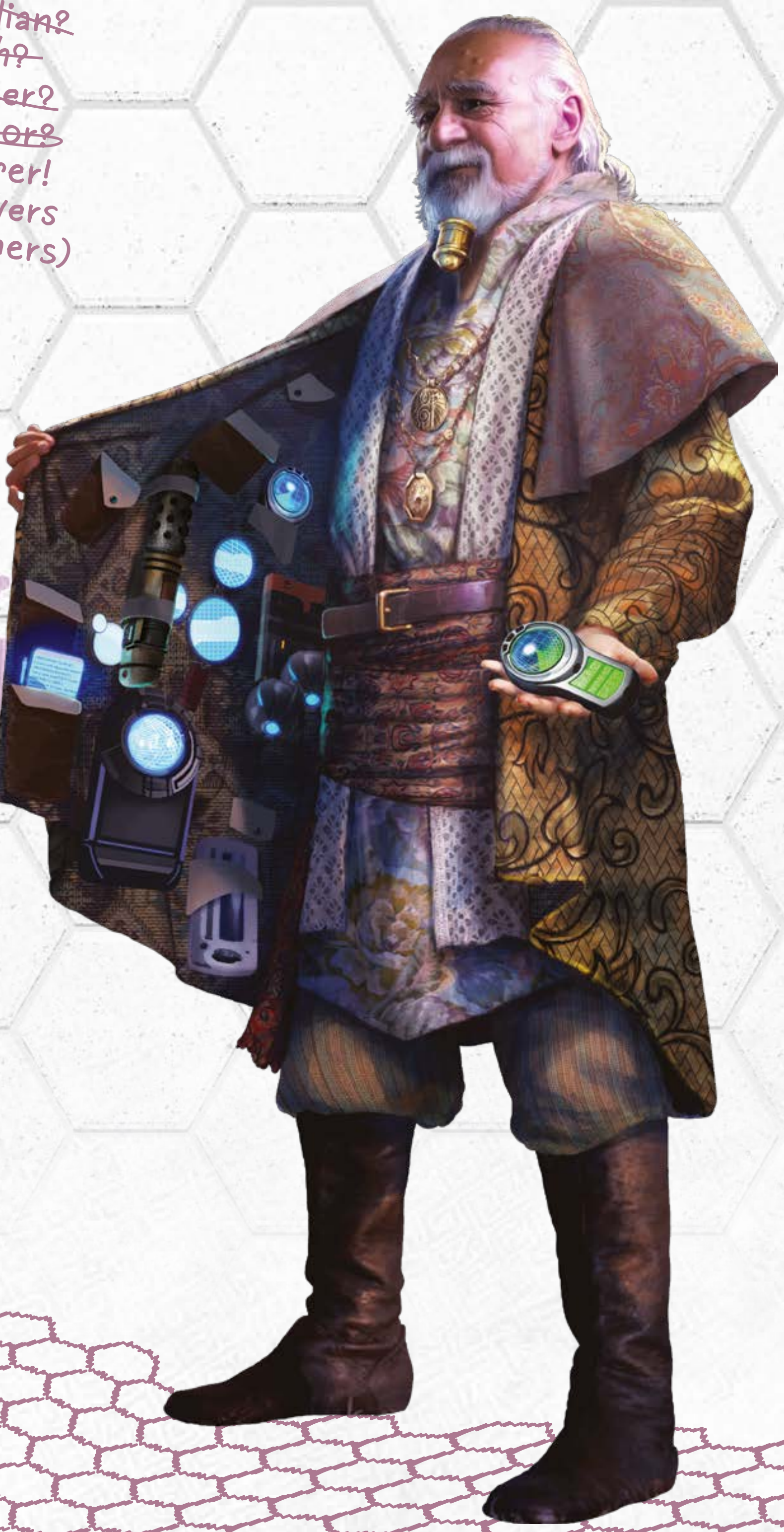
Select one of the following archetypes.

Each archetype provides characters with a few items of equipment. Where an archetype provides a choice between several items, a player cannot pick items which have a Tech Level higher than that of their character.

When I grow up
I will be a...
~~Fixer?~~
~~Guardian?~~
~~Tech?~~
~~Grabber?~~
~~Mediator?~~
Gatherer!
(of flowers
and feathers)

FIXERS

From mending dreams
to tangled schemes,
with wit and charm
they reign supreme.



FIXER

Every culture has their talented go-between, and that's you. You just seem to have a way with people and excel at connecting them with what they need, for a small fee or favor, of course. You're a wheeler-dealer, traveling where the deals take you, a hustle here, a shrewd bargain there. You know everybody, and everybody knows you, and you keep your ear to the ground. If someone is looking for something rare, you can put them in touch with someone who can get it for them. If someone has heard some rumors, it's you they tell over a beaker of cheap rice wine. If they've got some juicy information, you're their first stop in passing that on. You use your skills, your savvy, and your street-smarts to know what's going on, where the deals are, and how you're gonna make the most of them.

- **Truth:** The character gains the Truth *Fixer*
- **Attributes:** Add +3 to one of Quickness, Insight, or Resolve, add +2 to one of the remaining two, and add +1 to the last of the three.
- **Skills:** Add +2 to one of Move, Talk, or Study. Add +1 to the other two.
- **Tech Level:** The character's Tech Level is increased by +1.
- **Spirit:** The character's Spirit Pool is increased by +1.
- **Supply Points:** The character has +1 Supply Point.
- **Talent:** Fixers begin with one of the following talents: **I Know a Guy**, **I Heard a Rumor**, **Fast Friends**, **Compelling Offer**, or **Shrewd Customer**
- **Goals:** When this character makes an introduction between two people or groups of people that helps them, their group, or a friendly community, gain **growth**.
- **Equipment:** One Hand-Made or Security Weapon, Protective Clothing (TL2 or TL3), Communicator (TL3) and +3 Coin, or 6 Coin.

I KNOW A GUY [TALENT]

You have friends everywhere.

You have one additional **bond** within the group. In addition, once per adventure when you approach a new group of people, you may spend 2 Momentum or add 2 to Threat to declare that you have a contact within that group, unless that group is hostile.

I HEARD A RUMOR [TALENT]

People trust you with their secrets.

At the start of a scene, you may add up to 3 to Threat. For each point of Threat added, you may ask the GM one additional question about the situation or location. The information the GM provides will have to come from rumors and news from various sources.

FAST FRIENDS [TALENT]

You're gregarious and make friends easily.

After you complete a **Bed** rest, you can choose one character whom you do not have a **bond** with. You gain a bond with that character until the next time you go to **Bed**.

COMPELLING OFFER [TALENT]

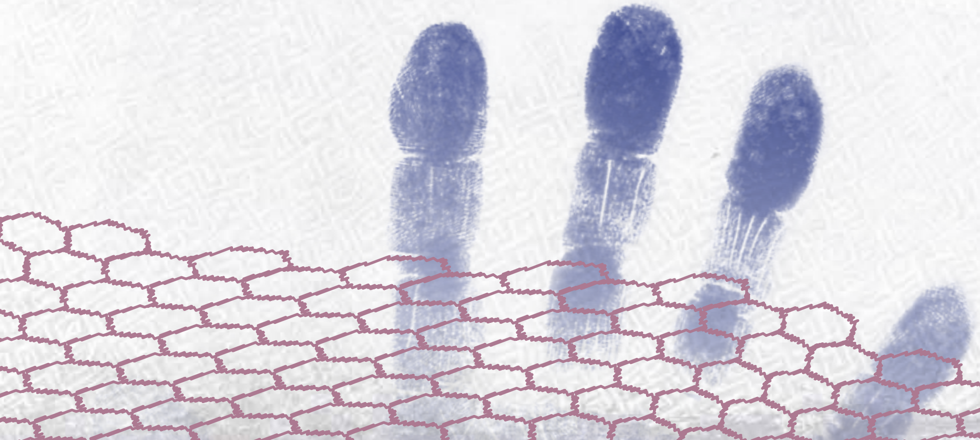
You're good at finding what people want, and offering it in exchange for their aid.

When you attempt a Skill Test to persuade someone to do something, you may offer them something valuable in exchange: for every 2 coin the offered item is worth, reduce the Difficulty of your Skill Test by 1, to a minimum of 1.

SHREWD CUSTOMER [TALENT]

You've got a knack for getting the best price for your trades.

When you attempt a Skill Test to barter or haggle, reduce the Difficulty by 1.



GATHERER

They say Gatherers are a grubby breed, that your hands are always dirty. From bringing down lumber, to smashing minerals from the mines, tilling the soil, or running the herds, you're the one who's out there doing it. You understand the lay of the land, with the uncanny knack of reading what it might offer just from the slope of the hills, the color of the rocks, and the path of the streams. And you're used to living in it — climbing where others wouldn't dare to check out the silvery glint in that rock, fast-stepping across rapids to get to that lush little glade where you're sure rare herbs and spices grow. All this time in the wild has made you self-sufficient, it's more than toughened you up. Few would call you 'grubby' to your face, not just because you might let your temper get the better of you, but also because they know they need you a hell of a lot more than you need them.

- **Truth:** The character gains the Truth *Gatherer*
- **Attributes:** Add +3 to one of Might, Quickness, or Insight, add +2 to one of the remaining two, and add +1 to the last of the three.
- **Skills:** Add +2 to one of Operate, Survive, or Study. Add +1 to the other two.
- **Tech Level:** The character's Tech Level is increased by +1.
- **Spirit:** The character's Spirit Pool is increased by +1.
- **Supply Points:** The character has +1 Supply Point.
- **Talent:** Gatherers begin with one of the following talents: **Understand the Land**, **Risky Resources**, **Supply and Demand**, **Make Do and Mend**, or **Reach the Best Stuff.**
- **Goals:** When this character discovers something valuable which will help them, their group, or a friendly community, gain **growth**.
- **Equipment:** One Hand-Made or Security Weapon, Protective Clothing (TL2 or TL3) or Heavy Protective Clothing (TL3 or TL4), Survival Kit (TL2 or TL3) or Bypass Kit (TL 4)

UNDERSTAND THE LAND [TALENT]

You have an appreciation for the land and what it can provide.

When you attempt a Skill Test to locate resources or otherwise find something valuable or significant in the wilderness, you generate one bonus Momentum, which may only be used to ask a question.

RISKY RESOURCES [TALENT]

You're willing to take risks to get the resources you need.

When you succeed at a Skill Test to claim something valuable, such as useful resources, raw materials, precious information, rare technology, or Supply Points, you may add 2 to Threat to secure a greater quantity or greater value of those resources (in the case of Supply Points, double the amount received). The GM determines the benefits of the larger quantity or value otherwise.

SUPPLY AND DEMAND [TALENT]

You're used to haggling and bartering to exchange what you've got for what you need.

When you attempt a Skill Test to trade resources or valuables you've obtained for something else, you may re-roll one d20 for free, without spending Spirit.

MAKE DO AND MEND [TALENT]

You let nothing go to waste and can salvage useful parts and materials even from your own creations.

At the end of a scene, if you created any temporary items using Supply Points, you recover half (rounded up) the Supply Points spent to make each item.

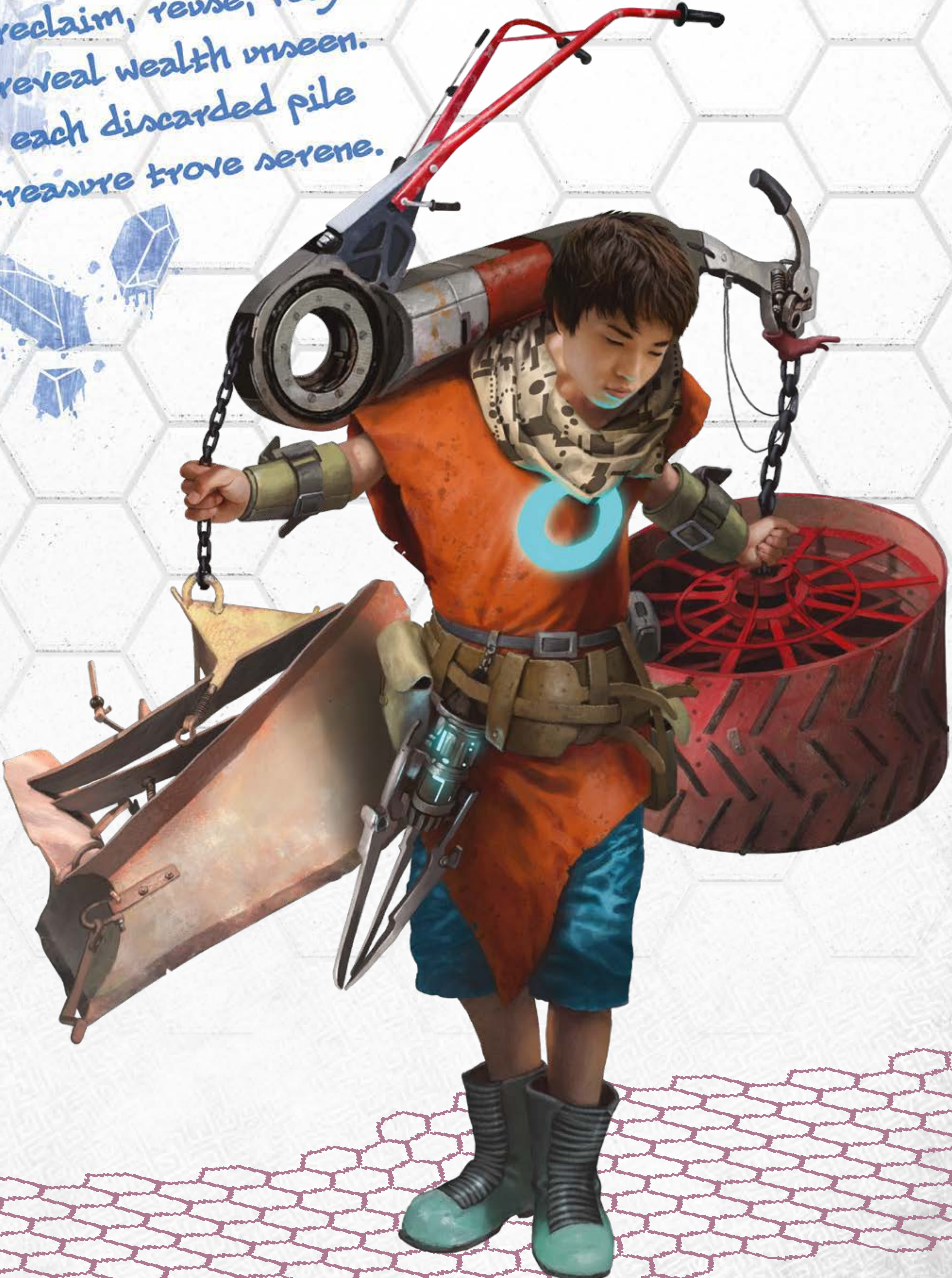
REACH THE BEST STUFF [TALENT]

You know that the better materials — and often the ones that haven't been claimed yet — can be found in hard-to-reach places.

When you would cross an obstacle or move through difficult terrain, reduce the Momentum cost or Skill Test Difficulty by 1, to a minimum of 0.

GATHERERS

They reclaim, reuse, recycle,
and reveal wealth unseen.
For each discarded pile
is a treasure trove serene.

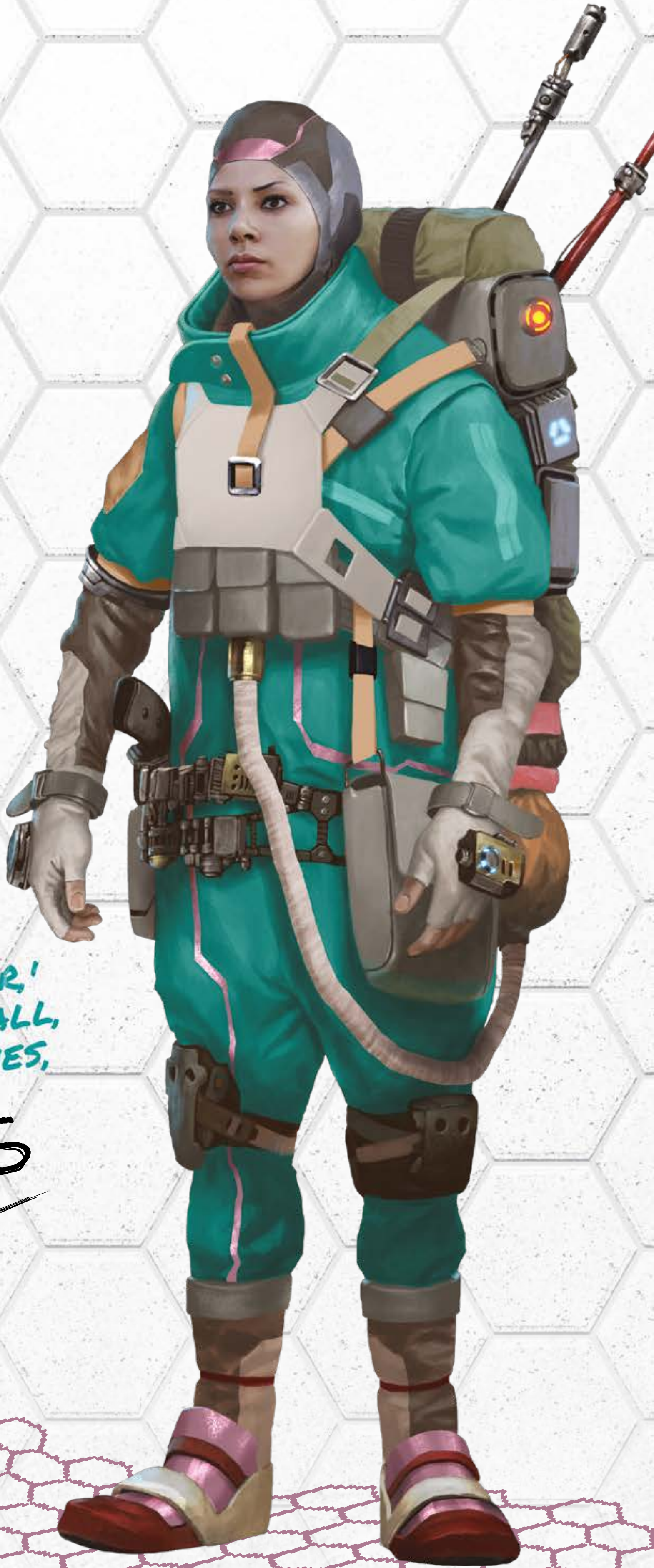


GRABBER

Grabbers are a breed apart, choosing to delve into the deepest and most dangerous of ruins, seeking out the powerful treasures hidden within. It may be high risk, but high risk means high reward, if you know your business the way you do. Light-footed and sneaky, your mantra *"get in quick, and get out quicker"* keeps you away from trouble — mostly. You and your crew are not Spears or Sentinels, you have no interest in facing down a Waker or Thrall, not when you can sneak past them and get what you came for anyway. Enterprising Grabbers are always looking for leads to lucrative finds, and always advertise their services before going on a run — grabbing stuff to order makes shifting it that much easier. Then you're away into the wilderness, traveling on your makeshift buggy, automated wagon, or those fancy electric trail bikes you found on the last trip out, just looking for the perfect haul.

'GET IN QUICK, GET OUT QUICKER,'
RINGS OUT THEIR UNWAVERING CALL,
AS THEY CHASE FLEETING FORTUNES,
BEFORE SHADOWS BEFALL.

GRABBERS



- **Truth:** The character gains the Truth *"Grabber"*
- **Attributes:** Add +3 to one of Might, Quickness, or Insight, add +2 to one of the remaining two, and add +1 to the last of the three.
- **Skills:** Add +2 to one of Move, Sneak, or Operate. Add +1 to the other two.
- **Tech Level:** The character's Tech Level is increased by +1.
- **Spirit:** The character's Spirit Pool is increased by +1.
- **Supply Points:** The character has +1 Supply Points.
- **Talent:** Grabbers begin with one of the following talents: **Never Stay Still**, **Better When Unseen**, **Following a Lead**, **Bag of Tricks**, or **Light Feet**.
- **Goals:** When this character avoids a problem using stealth or cunning, or they solve a problem with something they gained from salvaging somewhere dangerous, gain **growth**.
- **Equipment:** One Hand-Made or Security Weapon, Protective Clothing (TL2 or TL3) or covert cloak (TL4), Toolkit (TL 2 or TL3) or Bypass Kit (TL4)

NEVER STAY STILL [TALENT]

Movement is life. If you stay still, it's only a temporary state until you can get moving again.

When you use Quickness to defend against an attack or resist an action or hazard, if you succeed at the Test or win the contest, you regain 1 Spirit and may immediately move up to one zone.

BETTER WHEN UNSEEN [TALENT]

You do your best work when nobody is looking.

When you are in a situation where no enemy is aware of you, or when you are hidden from them, you gain 2 additional Momentum, which must be spent immediately. This Momentum cannot be saved.

FOLLOWING A LEAD [TALENT]

Constantly seeking the greatest prizes and most valuable treasures, you always keep an ear out for rumors, legends, even tall tales that might contain the secrets of your next great discovery.

When you spend Momentum to **Ask a Question**, you may add 1 to Threat to create a Truth which represents some insight or useful fact you've gained from the rumors you've heard.

BAG OF TRICKS [TALENT]

You collect tools and resources that can help you get out of a tricky situation.

During an action scene, on your turn you may spend one Supply Point to create an instant trick to distract or disrupt an enemy, before or after you take your action. You may: provide yourself with concealment (such as smoke), add +1 to the Difficulty of the next Test one NPC makes, or prevent one NPC from moving from their zone in their next turn. You may suggest alternate small effects with GM's permission.

LIGHT FEET [TALENT]

You move fast to secure your prize first, and get away before anyone else reaches you.

When you spend Momentum to move an additional zone, you may spend two Momentum instead of one to move two zones rather than one.

GUARDIAN

You're an average person, living your normal life, tending to your farm or business, looking after your family, building a community around you, a place to call home. And you are committed to that home, so much so that you volunteered to become a Guardian — any community's first line of defense. You have weapons, prized possessions handed down the generations or the best the Grabbers can find for you, and you keep their actions clean, their blades keen, and within reach at all times. You may only be the settlement's militia, but you are tough, ready, and willing to defend your home, with your life, if needs must. Years of practice with your comrades, months of training by the Sentinels, and those times where you had to fight for real, have made you into a defensive bulwark ready to hold out until reinforcements — or the professionals — arrive. You know that you cannot survive without your community, but likewise your community cannot survive without you.

- **Truth:** The character gains the Truth *Guardian*
- **Attributes:** Add +3 to one of Might, Quickness, or Resolve, add +2 to one of the remaining two, and add +1 to the last of the three.
- **Skills:** Add +2 to one of Move, Fight, or Sneak. Add +1 to the other two.
- **Tech Level:** The character's Tech Level is increased by +1.
- **Spirit:** The character's Spirit Pool is increased by +1.
- **Supply Points:** The character's Supply Points are unchanged.
- **Talent:** Guardians begin with one of the following talents: **Decisive Strike**, **Rapid Assault**, **Defensive Posture**, **Never Unarmed**, or **Army of One**.
- **Goals:** When this character defeats a Major Notable NPC that threatened them, their group, or a friendly community, gain **growth**.
- **Equipment:** One Hand-Made, Security, or Military weapon, one Hand-Made or Security Weapon, Salvage Armor (TL 1 or TL2) or Light Armor (Security) (TL 2 or TL 3), 3 Coin.

DECISIVE STRIKE [TALENT]

You can deliver punishing blows which are hard to resist.

When you succeed at an attack, you may spend 1 Spirit to increase the cost to avoid the Injury by +2.

RAPID ASSAULT [TALENT]

You can face down multiple enemies at once, moving from foe to foe with calm precision.

When you succeed at an attack against a group, you may spend 1 Spirit to strike an additional enemy within that group (or two extra foes if you're using a *Burst* weapon).

DEFENSIVE POSTURE [TALENT]

You are particularly good at staying alive.

When an enemy makes a successful attack against you, before you spend Spirit to avoid an Injury, you may add 1 to Threat to reduce the cost to avoid the Injury by 2, to a minimum of 1. You can confer this reduction to an ally, but the ally must be at your side when they are attacked.

NEVER UNARMED [TALENT]

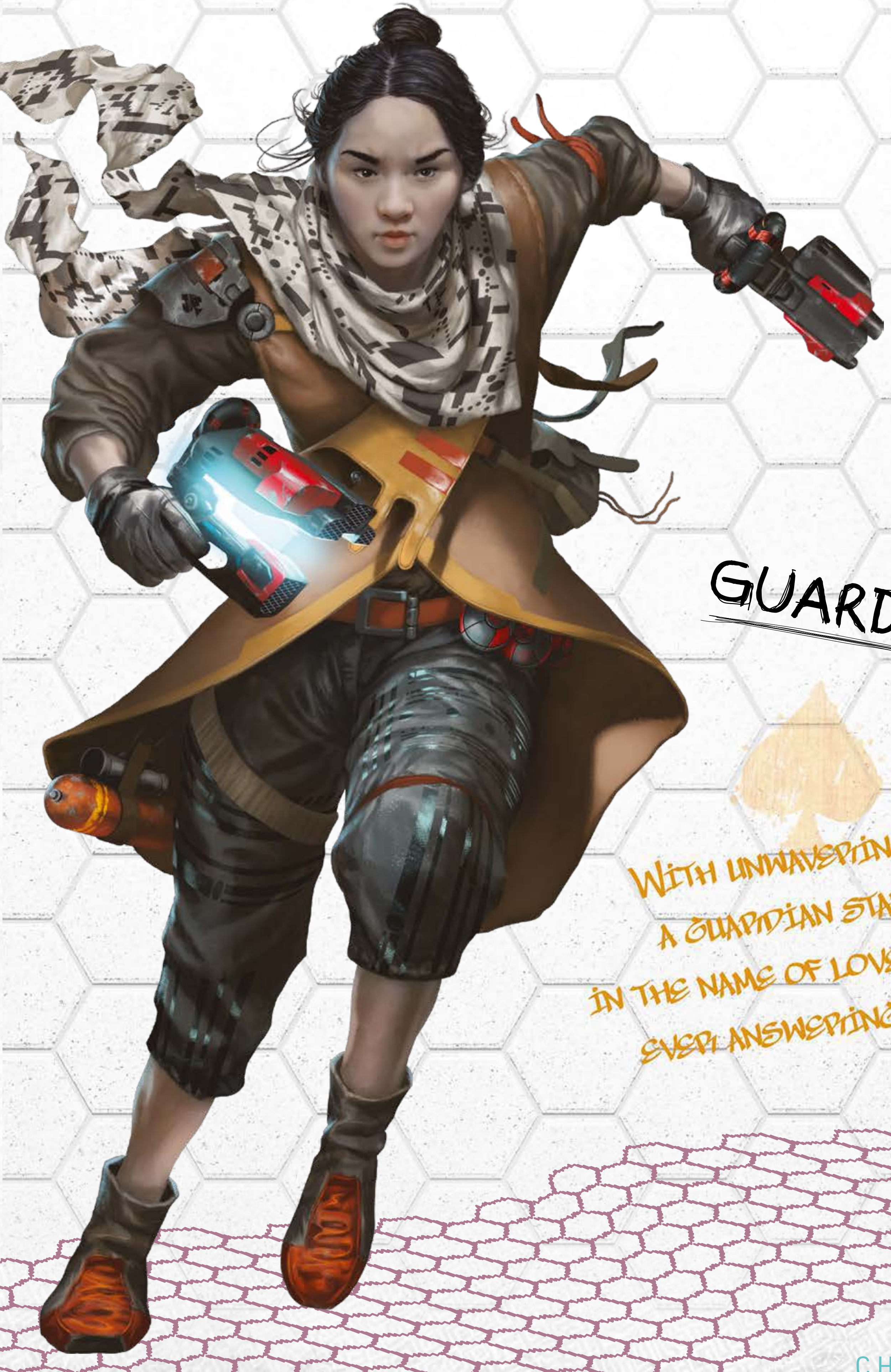
You always have a back-up weapon or three.

On your turn, you may spend Supply Points to produce a back-up weapon. One Supply Point creates a melee weapon which inflicts an Injury with a cost of 1 (the GM will determine the Injury's name), and additional points may be spent to increase that Injury's cost by +1, to make it a ranged weapon, or to add the *Breaker* quality (each effect costs 1). The weapon is destroyed after making one attack. You cannot spend more Supply Points on this talent than your Tech Level.

ARMY OF ONE [TALENT]

You've developed a knack for operating two weapons at once.

When you make an attack, you may choose to wield two weapons. Make the first attack as normal; if that succeeds, you may spend 1 Momentum to make a second attack, which must be with the other weapon.

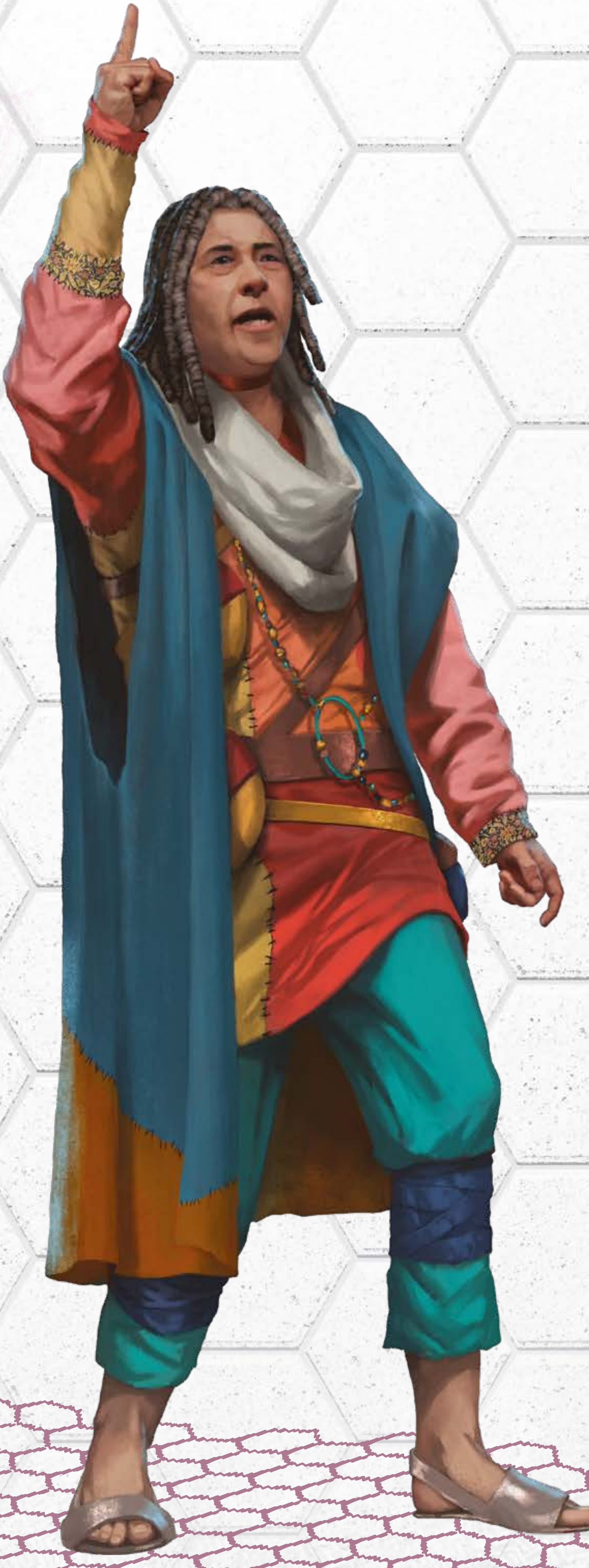


GUARDIANS

With unwavering resolve,
a Guardian stands tall,
in the name of love and loyalty,
ever answering the call.

MEDIATORS

A presence emerges
with wisdom's grace,
a beacon of solace
in this troubled space.



MEDIATOR

You know that power doesn't really lie at the end of a gun, but in the people themselves. And those who have that strength of character have a duty to use it for the good of the people. You're a leader, an organizer, a local politician, or a doctor, medic, or a spiritual advisor. You have made the welfare of the people your personal responsibility — not through fighting for them, but by helping them through disputes and being there to guide them, to lift their spirits in dire days and heal them when they fall. You may have an official role in your local community, an elder, adviser, or advocate, but sometimes your natural qualities shine through so brightly that others look beyond those people, and to you for leadership. Not all people in this position would seek to put the welfare of others before their own benefit, and some use their powers of persuasion and leadership to feather their own nests first.

- **Truth:** The character gains the Truth *Mediator*
- **Attributes:** Add +3 to one of Quickness, Insight, or Resolve, add +2 to one of the remaining two, and add +1 to the last of the three.
- **Skills:** Add +2 to one of Talk, Study, or Operate. Add +1 to the other two.
- **Tech Level:** The character's Tech Level is unchanged.
- **Spirit:** The character's Spirit Pool is increased by +2.
- **Supply Points:** The character's **Supply Points** are unchanged.
- **Talent:** Mediators begin with one of the following talents: **Guidance**, **Reassure**, **Rally**, **Bedside Manner**, or **Example to Others**.
- **Goals:** When this character peacefully resolves a dispute or conflict that involves them, their group, or a friendly community, gain **growth**.
- **Equipment:** One Hand-Made or Security Weapon, Protective Clothing (TL2) or Salvage Armor (TL 1 or 2), First Aid Kit (TL1, TL2, or TL3), and 3 coin.

GUIDANCE [TALENT]

You provide direction to help overcome a great many problems.

When an ally attempts a Skill Test, you may spend 1 Spirit to aid that character, rolling 1d20 against your **Insight** (**Talk**) as per the Assistance rules, even if you couldn't normally assist them.

REASSURE [TALENT]

You have a knack for tending to those at their lowest.

When you attempt a Skill Test to help an ally who is exhausted, you reduce the Difficulty by 1. Further, if you succeed, they regain Spirit equal to half your Talk skill, rounding up, rather than only 1.

RALLY [TALENT]

You can bolster people's courage and will when the situation gets tough.

When you spend one or more Momentum to restore an ally's Spirit, you may spend one or more Spirit to affect multiple allies, who must all be able to see and hear you. Each Spirit spent lets you restore Spirit to one extra ally, and all allies regain the same amount of Spirit (1 for 1 Momentum, 2 for 3 Momentum, 3 for 6 Momentum). The effects of a **supportive bond** are applied after this.

BEDSIDE MANNER [TALENT]

You can put people at ease as you tend their wounds.

When you succeed at a Skill Test to perform first aid on an ally, and you bought one or more extra dice for that Test, the ally regains Spirit equal to the number of extra dice you bought.

EXAMPLE TO OTHERS [TALENT]

You help people achieve their best, and help them recover from their mistakes.

When another player character in the group fails a Skill Test, you may spend Spirit to help them learn from the experience, giving them **growth**. This costs Spirit equal to 6 minus the Difficulty of the Skill Test, and the other PC must be visible to you and able to hear you when they failed the Skill Test.

TECH

The world relies on people with the skill to fix stuff, the patience to study, the genius to unlock the secrets of science — people like you. Learning at the knee of your parents, you have the know-how to make old machines run again, or slap together new ones that work well enough. You're a mechanic in demand, and the people are always in need of your skills — it's a never ending job, but someone has to do it. Working from the dusty workshops at the top of your Archivist tower, or in the back of a tent in the local Everan village, you get your hands on every bit of Old World tech you can, taking it apart, working out what it did and how it did it, putting it back together and hoping it works. If you're not a mechanic, you might be a scientist tinkering with advanced technology others could only dream of, yearning to uncover the deepest secrets of yesteryear, not just for the good of the people but simply because you must. Your thirst for knowledge is unquenchable.

- **Truth:** The character gains the Truth *Tech*
- **Attributes:** Add +3 to one of Might, Insight, Resolve, add +2 to one of the remaining two, and add +1 to the last of the three.
- **Skills:** Add +2 to one of Sneak, Study, or Operate. Add +1 to the other two.
- **Tech Level:** The character's Tech Level is increased by +2.
- **Spirit:** The character's Spirit Pool is unchanged.
- **Supply Points:** The character has +2 Supply Points.
- **Talent:** Techs begin with one of the following talents: **Machine Sense**, **Tinkerer**, **Mech-Breaker**, **Rapid Charge**, or **Tool Rig**.
- **Goals:** When this character solves a problem caused by technology that threatens them, their group, or a friendly community, gain **growth**.
- **Equipment:** One Hand-Made or Security Weapon, Protective Clothing (TL3), Toolkit (any TL), Data Storage Device (TL3).

MACHINE SENSE [TALENT]

You have a deeper understanding than most of how machines work and how to avoid the dangers they pose.

When you attempt a Test (or roll to set the Difficulty in a contest) to avoid an action or effect caused by a machine, you may spend 2 Spirit before rolling to count one of your d20s as if it had rolled a 1. Further, whenever you would suffer an Injury from an attack by a machine, reduce the cost to avoid that Injury by 1.

TINKERER [TALENT]

You are used to jury-rigging the tools you need, and you are particularly good at using parts and salvage efficiently.

When you create a device using Supply Points, reduce the number of Supply Points you spend by 1 (to a minimum of 1) after determining what you want to create. Further, you may choose to disassemble any device you created, regaining 1 Supply Point.

MECH-BREAKER [TALENT]

You've learned how machines work, and you've learned how to take them apart.

If you have created a Truth which represents a weakness or flaw you've learned about or spotted in a machine, then you — or whichever other character uses that Truth on an attack against that machine — may add +2 to the cost to avoid that attack's Injury. After an attack has been made using this benefit, the Truth created is removed, as the machine adapts to protect that weakness.

RAPID CHARGE [TALENT]

You've learned to squeeze every last bit of charge from your powered weapons and tools.

As an action, you can spend one or more Supply Points to recharge a Powered item or weapon you or an ally you can reach are carrying. It costs 1 Supply Point to recharge a Powered (Breather) item, 2 Supply Points to recharge a Powered (Break) item, and 3 Supply Points to recharge a Powered (Bed) item.

TOOL RIG [TALENT]

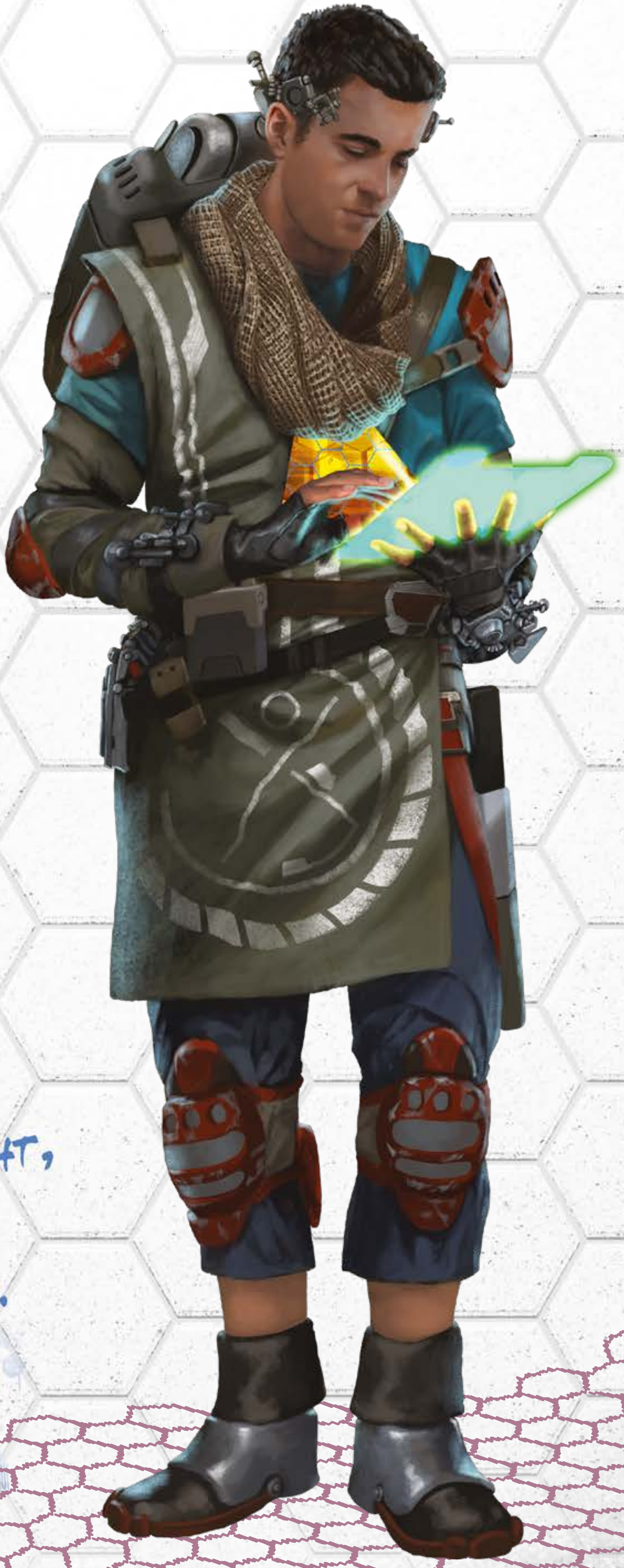
You've assembled a custom tool rig, a modular collection of tools fitted across your body or mounted on prehensile arms, designed for ease of use.

This tool rig is built from your toolkit, plus additional mounts for items you make in the field. You may add other powered items, except weapons or armor, to this rig during a **Break** rest, but the rig can only mount a number of tools equal to your Operate skill.

When you use a toolkit, a device created using Supply Points, or another item fitted to your tool rig, each time you spend a point of Spirit, it allows you to *both* purchase a d20 before the roll and re-roll a die after the roll. Further, when you discharge a Powered item in the tool rig, you may instantly recharge it by discharging another Powered item in your tool rig.

MASTERING MACHINES
THEY WORK BOTH DAY AND NIGHT,
A TECHNOMANCER TRUE,
WITH A DREAM TO REIGNITE.

TECHS



TEMPERAMENTS

Select one of the following temperaments:

CIRCUMSPECT

You're very careful in how you make decisions, perhaps too cautious. You consider all the angles and only act when you're ready.

- **Attributes:** Add +1 to Resolve and +1 to any other attribute
- **Skills:** Add +1 to Study or and Sneak.
- **Bonds:** When you select bonds in the next step, at least one must be a supportive bond.
- **Drive:** When there's any Momentum in the group pool at the start of your turn, regain 1 Spirit.
- **Exhaustion:** Your resolve slips when you don't have a plan. When you become exhausted, add +1 to Threat if you choose any exhaustion other than *Despairing*.
- **Attitude:** If your group faced a problem because you wanted to spend time planning and studying a dangerous situation before acting, gain **growth**.

CONSPICUOUS

You live life loudly and intensely. You're quick to anger, quick to laughter, and grab existence with both hands.

- **Attributes:** Add +1 to Might and +1 to any other attribute
- **Skills:** Add +1 to Move or Talk.
- **Bonds:** When you select bonds in the next step, at least one must be a **rivalry**.
- **Drive:** When you are the first PC to take a turn in a round, regain 1 Spirit.
- **Exhaustion:** You easily overdo things, and quickly find fatigue. When you become exhausted, add +1 to Threat if you choose any exhaustion other than *Weary*.
- **Attitude:** If your group faced a problem because you acted recklessly or drew attention to yourself needlessly, gain **growth**.

DEMONSTRATIVE

When you excel, you want everyone to know it.

- **Attributes:** Add +1 to Insight and +1 to any other attribute
- **Skills:** Add +1 to Study or Operate.
- **Bonds:** When you select bonds in the next step, at least one must be a **rivalry**.
- **Drive:** When you succeed at a Skill Test of Difficulty 3 or higher, regain 1 Spirit.
- **Exhaustion:** Uncertainty fills you when you when success eludes you. When you become exhausted, add +1 to Threat if you choose any exhaustion other than *Confused*.
- **Attitude:** If your group faced a problem because you wanted to show off your expertise or knowledge, gain **growth**.

STUBBORN

Once you've decided on something, nothing changes your mind.

- **Attributes:** Add +1 to Resolve and +1 to any other attribute
- **Skills:** Add +1 to Study or Survive.
- **Bonds:** When you select bonds in the next step, at least one must be a **supportive bond**.
- **Drive:** Each time you save one or more Momentum into the group pool, regain 1 Spirit.
- **Exhaustion:** Your determination makes you inflexible, and unable to change when defeat looms. When you become exhausted, add +1 to Threat if you choose any exhaustion other than *Despairing*.
- **Attitude:** If your group faced a problem because you refused to change your approach to a situation, gain **growth**.

MANIPULATIVE

You plot and scheme, creating cunning plans to ensure your success.

- **Attributes:** Add +1 to Insight and +1 to any other attribute
- **Skills:** Add +1 to Sneak or Talk.
- **Bonds:** When you select bonds in the next step, at least one must be a **rivalry**.
- **Drive:** When you create a Truth that represents a plan or scheme, regain 1 Spirit.
- **Exhaustion:** Your cunning may tie you in knots when your schemes falter. When you become exhausted, add +1 to Threat if you choose any exhaustion other than *Confused*.
- **Attitude:** If your group faced a problem because you kept secrets from, or attempted to trick, a friend or ally, gain **growth**.

MAVERICK

You're daring, but undisciplined and unpredictable, preferring to handle things your own way.

- **Attributes:** Add +1 to Quickness and +1 to any other attribute
- **Skills:** Add +1 to Fight or Operate.
- **Bonds:** when you select bonds in the next step, at least one must be a **supportive bond**.
- **Drive:** When the GM spends 3 or more Threat at once, regain 1 Spirit.
- **Exhaustion:** Your dynamism comes to a quick halt when you find yourself out of your league. When you become exhausted, add +1 to Threat if you choose any exhaustion other than *Breathless*.
- **Attitude:** if your group faced a problem because you rushed into a situation without considering your allies, gain **growth**.

I'm going
to be a
maverick!

FINISHING TOUCHES

Determine the following details:

CALCULATE SPIRIT POOL

A character's Spirit Pool is equal to half their Resolve, rounded up, plus any other modifiers gained from Origin and Archetype.

CALCULATE SUPPLY POINTS

A character begins play with a number of Supply Points equal to their Operate skill, plus any modifiers gained from their Origin and Archetype.

SELECT BONDS

The number of bonds you'll have is related to the number of players in the group, as shown on the table below.

NUMBER OF PCS	STARTING NUMBER OF BONDS PER PC
2	1
3	1
4	2
5	2
6+	3

Your Temperament will list either a supportive or rivalry bond. Choose one other PC in the group to share a bond of that type with. This bond goes both ways, and it will be the same kind of bond for both characters. It's up to you both why your characters have this connection.

Any subsequent bonds gained by any characters can be either supportive or rivalry.

EQUIPMENT

Equipment is gained from your chosen archetype. Each character additionally has Supply Points to represent the assortment of other tools, items, and improvised equipment they're likely to carry.

Each starting character begins play with 2 coin.

GOALS

Every character has something they want to achieve, some distant ambition or objective they want to accomplish at some point in their lives. These goals shape and drive a character, giving meaning to the actions they accomplish in the short term.

These goals are split into short-term and long-term ambitions.

- A **short-term ambition** is something the character wants to happen soon — within the current adventure, or the next one. Ideally, a character's short-term ambitions lead them closer to completing their long-term ambition, but that doesn't necessarily have to be the case.
- A **long-term ambition** is the character's biggest goal, and achieving it will be a major turning point in that character's life… perhaps even enough to see them step away from adventuring and settle down somewhere.

Whenever a character achieves a short-term ambition, they gain **growth**, and create a new short-term ambition.

Whenever a character achieves a long-term ambition, the entire group gains **growth**, and the character who achieved the ambition has the option to retire. Retired characters still benefit the group, as described in the **Growth and Character Advancement** section, below.

GROWTH AND CHARACTER ADVANCEMENT

Throughout the game, there have been a number of situations where the rules say that a character gains growth. These are moments of development and importance for characters, which allow those characters to grow and develop as people.

In addition to these, *characters always gain growth whenever the GM spends 3 or more Threat at once*. Every character in the group receives this.

Each time a character gains growth, mark it down on the character sheet. A character may accrue no more than 10 growth at any one time, and any gained over this is wasted.

USING GROWTH

Characters use growth to improve themselves, with different improvements costing different amounts of growth.

- Increase Maximum Spirit by +1: 1 growth
- Increase starting Supply Points by +1: 1 growth
- Pick one character they do not have a bond with, and create a bond (either supportive or rival): 2 growth
- Increase Tech Level by +1, to a maximum of 6: 2 growth
- Select one Skill and increase it by +1, to a maximum of 6: 2 growth
- Select one Attribute rated 9 or lower, and increase it by +1: 2 growth

- Select one Attribute rated 10 or higher, and increase it by +1, to a maximum of 16: 3 growth
- Select one archetype other than the character's initial one. The character becomes a member of that archetype. Count as a member of that archetype for the purpose of selecting talents: 3 growth. This requires an appropriate teacher.
- Select one additional talent available to the character's archetype(s): spend growth equal to number of talents already known.
- Select one additional Truth for the character, change one Truth the character has, or remove a Truth the character has (to a minimum of 2): 3 growth.

You may spend growth freely during downtime — any period of rest and recovery in a safe environment, which lasts for at least 2 days.

Keep track of growth spent, as it may come in handy later in the character's life.

SECOND AND SUBSEQUENT ARCHETYPES

If you choose to learn a second archetype you gain an additional Truth from that archetype, as well as that archetype's Goals entry. In addition, you may now purchase the talents available to that archetype.

RETIREMENT AND DEATH: DEPARTED CHARACTERS

RIP

Sometimes characters die. Sometimes they decide that they've found something to do with their lives other than adventuring. Either way, it's a natural part of life for characters to sometimes leave the group and this can lead to new opportunities and options for the players.

RETIREMENT

A character may retire under two circumstances:

- The character has achieved their long-term ambition.
- The character has reached the end of an adventure and has three or more Injuries.

A retired character settles down in a nearby community of their choice and is no longer a playable character. They are instead a friendly NPC. This causes a few changes in the group.

- **A Friendly Face:** When the group visits that community, they are always guaranteed shelter and hospitality from their retired friend. A **Break** or **Bed** rest in a community with a retired friend restores 6 or 9 Spirit, respectively, 50% more than normal.
- **News and Information:** The group may contact a retired friend up to once per session (in person normally, but they could have a communicator) for help. The PCs may ask the retired friend 3 questions about the local area and recent events, and the GM will provide info in turn, as if Momentum had been spent to *Obtain Information*.
- **"You'll need this more…":** The retiring character selects one item they possess, and one character they have a bond with; that character receives the selected item.
- **Bonds:** Any character who has a bond to the retired friend changes that bond to the Departed Bond below:

Departed Bond: Note down the highest attribute and skill the retired character has. Once per session, you may remember your departed friend and roll 1d20 before you take an action. If the die rolls equal to or under the skill, gain 2 Spirit. If the die rolls equal to or under the attribute, gain 1 Spirit.

DEATH

A dead character is remembered by their comrades. Any character who had a bond to a dead character changes that bond to the Fallen Bond below. In addition, one character in the group who *did not* have a bond to the dead character may gain the Fallen Bond below.

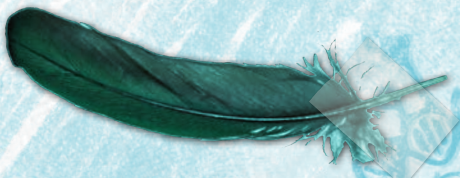
Fallen Bond: Note down the highest attribute and skill the dead character has. Once per session, you may try to honor your dead friend and roll 1d20 before you take an action. If the die rolls equal to or under the skill, gain 3 Spirit. If the die rolls equal to or under the attribute, gain 2 Spirit. Otherwise, gain 1 Spirit.

NEW CHARACTERS AND ADVANCED CHARACTER OPTIONS

If your character has retired or died, create a new character. This new character can be created as you see fit and is another adventurous soul seeking to find their place in the world. It may be someone the group may have met already, inspired by their actions, or it may be someone the group has yet to meet. Discuss this with your GM to figure out a suitable introduction to your new character.

A new character created after death or retirement gains any unspent growth the retired or dead PC had, plus half of any growth they had spent: a veteran group of adventurers are likely to draw the attention of similarly-competent newcomers (and it means that a dead PC's unspent growth doesn't go to waste).

Further, new characters may have access to character options which were not available at the start of the campaign. These advanced origins and archetypes are often stranger and more unusual than those initially available (see Advanced Archetypes on page 120).



ADDITIONAL TALENTS

When you spend growth to purchase an additional talent, you may select a single talent from those provided by your initial archetype, any talents provided by other archetypes you have trained into, or one of the **general talents** listed below.

GENERAL TALENTS

AMBUSH [TALENT]

You are particularly effective at surprise attacks.

The first time each scene that you make an attack against an enemy who is unaware of you, you may use your Sneak skill instead of your Fight skill, and you increase the damage rating of the attack by +2.

BOLD [TALENT]

You are daring and willing to take risks. You must have one of the **Conspicuous**, **Demonstrative**, or **Maverick** temperaments to take this talent.

When you recover one or more Spirit by adding to Threat using the **Adrenaline Rush** option, regain 1 additional Spirit.

CAUTIOUS [TALENT]

You are patient and unwilling to act hastily. You must have one of the **Circumspect**, **Fixed**, or **Manipulative** temperaments to take this talent.

When you recover one or more Spirit by spending Momentum using the **Second Wind** option, regain 1 additional Spirit.

CLEVER INSIGHT [TALENT]

You've developed a knack for reaching useful conclusions from the briefest of observations.

When you ask one or more questions by spending Momentum to *Obtain Information*, you may spend 1 Momentum to create a Truth that represents some valuable knowledge or useful insight that comes from the questions asked.

DESPERATE DASH [TALENT]

Peril has a way of motivating you to move that little bit faster.

During a conflict scene, on your turn, you may add 1 to Threat, instead of spending 1 Momentum, to move an additional zone.

EVADE [TALENT]

You've developed a knack for avoiding harm.

When you select this talent, choose melee attacks or ranged attacks. When you defend against an attack of the chosen type, and you roll to set the Difficulty in a contest, you may re-roll 1d20 for free without spending Spirit.

EXTRA EFFORT [TALENT]

When an activity calls for effort, you make the most of everything you expend.

When you select this talent, choose a single skill. When you make a Skill Test with the chosen skill, and you spend one or more Spirit to buy extra dice, you may also re-roll a single d20 for free.

GLIF KNOWLEDGE [TALENT]

You've learned some of the secret knowledge of ancient GLIFs that can influence Machine behavior. You may not select this talent if you have the Archivist special ability **GLIF-Lore**.

You learn the ability to apply GLIFs, though you still need to find a way to apply them, such as a stylus. You learn a single GLIF with a complexity of 1, and you may learn further GLIFs.

HEAVY HITTER [TALENT]

You know that, sometimes, the easy strike won't do enough, and you need to take a chance on a riskier, harder-hitting strike.

When you select this talent, choose melee or ranged attacks. When you make the chosen type of attack, you may increase the Difficulty of the attack by 1; in exchange, you increase the damage rating of the attack by +2.

INSPIRE [TALENT]

You help your friends and allies get into the right mindset to face the challenges in front of them.

When you spend one or more Momentum to restore an ally's Spirit, that ally may re-roll 1d20 on their next Skill Test for free.

JURY-RIG [TALENT]

Your efforts can keep machines working after they should've failed, at least for a little while.

Whenever you make a Skill Test to repair a mechanical or electronic device, you may choose to automatically pass the Test by adding a number of points to Threat equal to the Difficulty of the Skill Test. The device will function for the rest of the adventure but suffers complications on a 19 or 20. If a complication is rolled, it will immediately stop working.

OBSERVANT [TALENT]

You can pick up more information from your surroundings than most.

Whenever you spend one or more Momentum to *Obtain Information*, you may ask one additional question.

PERFORMER [TALENT]

You're a storyteller, poet, musician, dancer, or have some other skill with performance, invaluable to sooth your friends' worries and inspire them.

When you take a rest (of any kind), and you reduce the amount of Spirit you regain in order to help an ally regain Spirit, you may help multiple allies, to a maximum of one for each Spirit you gave up.

SKILLED DRIVER [TALENT]

You've got a knack for operating vehicles.

Whenever you make a Skill Test to pilot a moving vehicle, before rolling you may spend Momentum equal to the Difficulty of the Skill Test to automatically pass that Test. You do not generate Momentum on this Test, but nor do you risk any complications.

SLIP FROM VIEW [TALENT]

You can avoid an unfriendly gaze more easily than most.

When you attempt a Sneak Skill Test to hide yourself or others, the Difficulty of the Test is reduced by 1. If you spend Momentum to create a Truth that represents being hidden or concealed, it costs only 1 Momentum rather than 2.

SURE-FOOTED [TALENT]

You seldom trip or stumble, even when you're sprinting across the roughest of terrain.

Whenever you make a Skill Test using your Move skill, you may spend 1 Spirit to ignore a complication rolled.

TOUGH [TALENT]

You roll with the punches and rebound from the slings and arrows that life throws at you.

The first time each scene that you spend one or more Spirit to avoid an Injury, regain 1 Spirit afterwards.

WANDERER [TALENT]

You're used to being on the road, and you can get comfortable and rest in any but the most adverse of conditions.

When you take a **Breather** rest, you regain 3 Spirit instead of 2. When you take a **Break** rest, you regain 6 Spirit instead of 4. When you take a **Bed** rest, you regain 9 Spirit instead of 6.

WARY [TALENT]

You're alert to the dangers in the world.

Whenever you attempt a Skill Test to detect ambushers or hidden dangers, reduce the Difficulty of the Test by 1, to a minimum of 0. In the first round of a conflict scene, the gamemaster must spend one additional Threat in order to have an NPC take the first turn.

ADVANCED ARCHETYPES

When creating a new character in an ongoing game, or if the game requires more capable starting characters, you may have access to Advanced Archetypes.

These are more potent or more specialized character concepts which often have distinct abilities or status. You can only select an Advanced Archetype if the GM has introduced them during the course of the game, through character death or retirement, or specifically allows them during character creation. During a normal campaign, characters will often learn about these Advanced Archetypes through the story, perhaps encountering a member of these specialist groups or finding some valuable information.

An Advanced Archetype costs growth to select, and thus they cannot be selected by starting characters *unless* the GM gives growth to starting characters for that campaign.

If you find a suitable teacher, you may select and purchase an Advanced Archetype with growth gained and have access to its talents.

ADVANCED ARCHETYPE: WEAVER

You have spent much of your time studying the secrets and mysteries of Weaving, learning to master that ancient and potent craft, even though you may still have never seen a working Atoma. You revel in the otherwise unseen world of augmented reality controls and information, viewed through your Weaver contact lenses or, if you want a little more style, the flashy Weaver monocles that are all the fashion these days. You use GLIFs, programs that only you can manipulate but that cast an effect into the world. You wield great power through these skills and abilities, but you want more — you strive to uncover ever more weaving patterns, to discover Atoma cubes and, one day, a fully functioning industrial or military Atoma. You tell yourself this drive is not selfish, that you yearn to share these wonders with others who in return will share theirs with you, but you know, deep down, that uncovering the knowledge is the end in itself. Others look upon you with envy, and your skills make you a valuable ally for any adventuring group.

WEAVERS

This is an Advanced Archetype, and it cannot be selected until Weaving has been introduced to a campaign, or with the gamemaster's permission. You must spend 2 growth at character creation to select this archetype.

- **Truth:** The character gains the Truth *Weaver*
- **Attributes:** Add +3 to one of Quickness, Insight, Resolve, add +2 to one of the remaining two, and add +1 to the last of the three.
- **Skills:** Add +2 to one of Study, Survive, or Operate. Add +1 to the other two.
- **Tech Level:** The character's Tech Level is increased by +2.
- **Spirit:** The character's Spirit Pool is unchanged.
- **Supply Points:** The character has +1 Supply Point.
- **Talent:** Weavers begin with the talent **The Basics of Weaving**, plus one of the following talents: **Machine Reader**, **Haptic Touch**, or **Nanoweaver**.
- **Goals:** When you solve a problem by interacting with technology, obtaining a knowledge fragment, or producing a valuable item using an Atoma device, gain growth.
- **Equipment:** One Hand-Made or Security Weapon, Protective Clothing (TL 3), data storage device, 2 complete weaving patterns, and 4 pattern fragments).

THE BASICS OF WEAVING [TALENT]

You've mastered the fundamental skills of Weaving.

You may attempt Skill Tests to perform simple weaving actions, and any complex weaving actions for which you've discovered the required knowledge fragments. Weaving is described in full in **Chapter 7: GLIFs and Weaving, page 177**.

LET US MARVEL AT THESE WEAVERS
OF ELECTRIC DREAMS,
WHOSE TAPESTRIES BRIDGE
WORLDS AND MINDS AND CIRCUITS
SO IT SEEMS

MACHINE READER [TALENT]

You possess some form of reader lens, which may take the form of a pair of glasses, goggles, a monocle, contact lenses, or other surface onto which a display is projected, and you've studied how to read those displays. If this device is lost, damaged, or destroyed, this talent also allows you to construct a replacement.

When you interact with a computer system using a weaving action, you may receive a visual display from the machine. This allows you to receive a wide range of information from the machine, including spending Momentum to *Obtain Information* from the machine. This also allows for much more precise and efficient control of computer systems: when you purchase one or more dice on a Skill Test to perform a weaving action, you may spend two additional Spirit to count one of the dice in your dice pool as if it had rolled a 1. This must be done before rolling.

HAPTIC TOUCH [TALENT]

You've obtained or constructed a lightweight glove (or pair of gloves) which contains an element which simulates physical sensations — pressure, vibrations, and the feeling of resistance — allowing you to 'feel' the computer interface as you interact with it. This instantaneous feedback allows you to be far more precise in the gestures you use, knowing the sensations that accompany each motion.

When you attempt a Skill Test to perform a weaving action, you may reduce the Difficulty by 1, to a minimum of 0.

NANOWEAVER [TALENT]

You carry a nanogram controller, a small computer that serves as the "home" for a type of nanogram called a Genius, a personal assistant program that often manifests as a holographic pet or familiar. In a Weaver's hands, however, a nanogram can be far more than just a personal assistant.

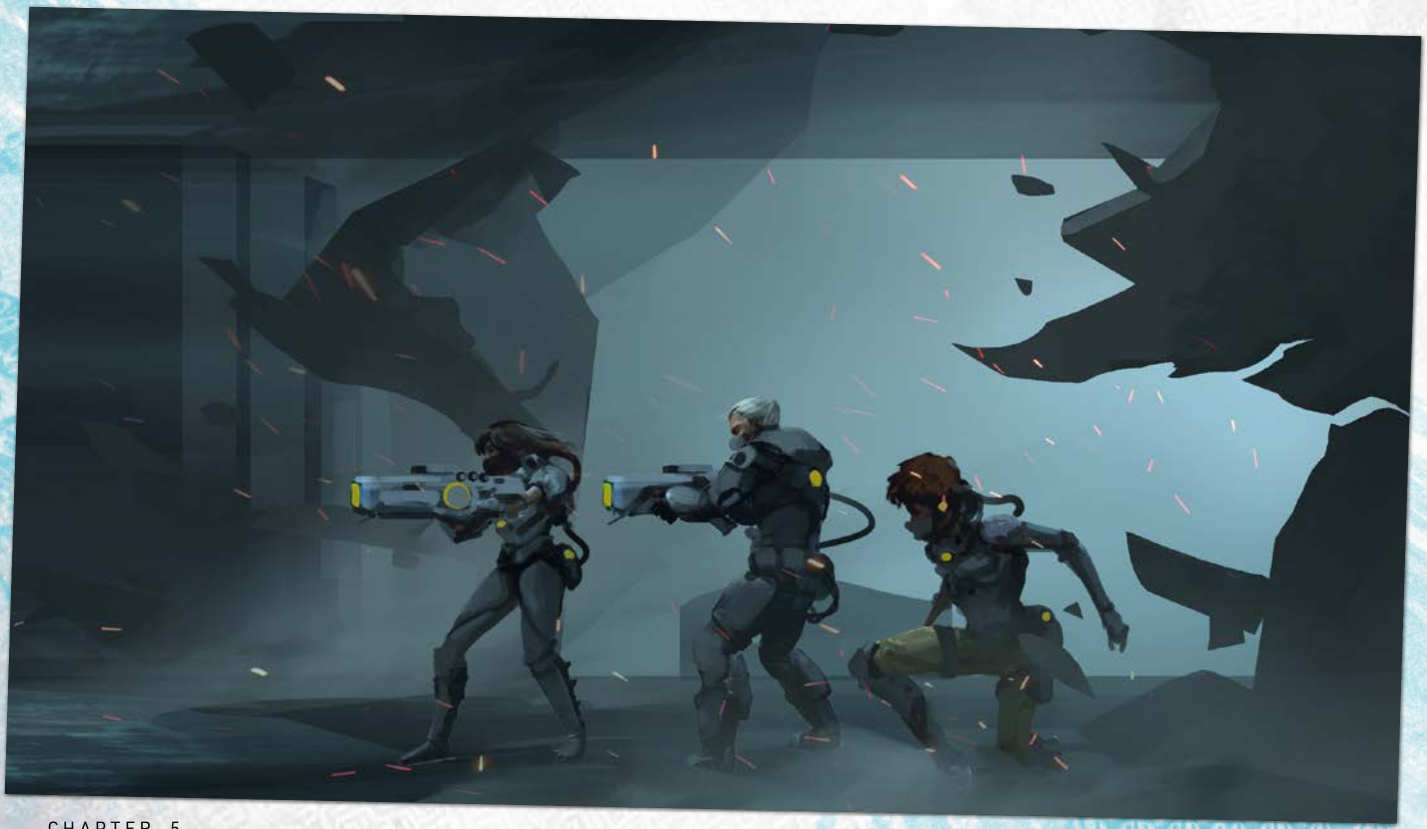
You are accompanied by a nanogram Genius, which functions as an NPC companion. In addition, you may learn and use nanogram Weaving patterns. If taken during character creation, you may select nanogram patterns and pattern fragments when selecting your starting equipment.

ADVANCED ARCHETYPE: SENTINEL

You are an elite warrior who has devoted your life to the protection of the people of Evera. It matters not who they are or where they come from, if they call themselves a citizen of Evera they are worthy of your protection. Your heritage goes back to the days of the War, and there has never been a break in the Sentinels' safeguarding presence since. You always operate in threes, a sacred Triad, traveling the world with the most advanced vehicles and weapons available. At every settlement the locals repair your equipment and armor, donate the best weapons they have found, and refresh your supplies. They know the sacrifices a Sentinel makes to adopt this life, they know the sacrifices Sentinels make falling in battle, they know you are the principle bulwark between them and the Wakers. But you are not just wandering warriors, for as you pass through you train the local Guardians, and talent-spot for your own successor, knowing full well that death will claim you one day. You tell your other triumvirs of your choice, so on the day you fall they will return and recruit your replacement.

This is an Advanced Archetype, and it cannot be selected until Sentinels have been introduced to a campaign, or with the gamemaster's permission. You must spend 2 growth at character creation to select this archetype.

- **Truth:** The character gains the Truth *Sentinel*
- **Attributes:** Add +3 to one of Might, Quickness, or Resolve, add +2 to one of the remaining two, and add +1 to the last of the three.
- **Skills:** Add +2 to one of Fight, Operate, or Talk. Add +1 to the other two.
- **Tech Level:** The character's Tech Level is increased by +2.
- **Spirit:** The character's Spirit Pool is increased by +2.
- **Supply Points:** The character's Supply Points are unchanged.
- **Talent:** Sentinels begin with the **Nanobarrier** talent, and one of the following talents: **Precision Firepower**, **Indomitable Combatant**, or **Coordinated Assault**.
- **Goals:** When you deal the killing blow to a major enemy, or you protect a settlement or group of people from destruction, gain growth.
- **Equipment:** One Hand-Made, Security, or Military Ranged Weapon, One Hand-Made, Security, or Military Melee Weapon, Combat Armor (TL3 or TL4) or Heavy Armor (TL3 or TL4), Tactical Lens (TL 4) or Binoculars (TL 2 or TL 3), Communicator (TL 3).



NANOBARRIER [TALENT]

Your armor is fitted with a compact nanogram projector which can generate short-lived barriers of force, electro-shock fields, and bright holographic displays. Such technology is complex, with many secrets, and you've been entrusted with the code-phrases and activator-words to control this technology… but also the knowledge that its signals may draw unwanted attention.

You may activate your Nanobarrier at the start of any action, choosing one of the following options:

- **Barrier:** Add +1 to the Difficulty of attacks against you or one nearby ally until the start of your next action.
- **Shock:** Until the start of your next action, anyone who fails a melee attack against you suffers a *shocked* 2 Injury.
- **Display:** Until the start of your next turn, any NPC attacking someone other than you must spend 1 Threat to do so.

The first time you use this ability in a scene, it is free. The second time, it costs 1 Threat. Each time after the second, increase the cost by +1 Threat.

PRECISION FIREPOWER [TALENT]

You've specialized in taking down large, durable enemies from afar.

When you make a ranged attack using a weapon with the *breaker* quality, each Momentum spent increases the cost of the weapon's damage by +2, rather than +1.

INDOMITABLE COMBATANT [TALENT]

You face your enemies up-close, staring them in the eyes — or the optics — as you cross blades with them.

When you inflict an Injury upon an enemy with a melee attack, and they spend Threat to avoid that Injury, you regain Spirit equal to the amount of Threat spent.

COORDINATED ASSAULT [TALENT]

You and your comrades are a greater fighting force than the sum of your numbers.

When you attack an enemy, choose an ally in your zone or an adjacent one. If you spend any Spirit to buy extra dice on your attack, the chosen ally receives the same number of extra dice on their next Skill Test as well, without needing to spend Spirit. The maximum number of extra dice still applies.

Sentinels
are my
heroes

SENTINELS

SENTINELS, EVER VIGILANT,
AND FOREVER BRAVE,
FOREVER HAVE OUR GRATITUDE,
FOR THE LIVES THEY SAVE.

ADVANCED ARCHETYPE: FIREBRAND

Few and far between are those who can change history, who can — through their own force of personality and will — forge the future with their bare hands. Few and far between are those with the almost supernatural ability to lead others through sheer innate strength of character. Few and far between are those with the burning intelligence to know what path is right and what risks must be taken. But this is what you can do, this is your destiny, for you are a Firebrand. Ever since you were very young you knew you were different. Your friends always looked to you for guidance, for approval. As you grew adults would defer to you, listen to what you had to say, and nod their heads in agreement. You inspire trust. You inspire love. You can see the way ahead at a glance and have the confidence to make it happen. And in this you wield great power. In some this power is seductive — charismatic dictators and tyrannical demagogues are created this way. But not you. You have seen these demons, have heard the sly words they whisper into your ear, but know they will never overthrow you.

This is an Advanced Archetype, and it cannot be selected until Firebrands have been introduced to a campaign, or with the gamemaster's permission. You must spend 2 growth at character creation to select this archetype.

- **Truth:** The character gains the Truth *Firebrand*
- **Attributes:** Add +3 to one of Might, Insight, or Resolve, add +2 to one of the remaining two, and add +1 to the last of the three.
- **Skills:** Add +2 to one of Operate, Study, or Talk. Add +1 to the other two.
- **Tech Level:** The character's Tech Level is increased by +1.
- **Spirit:** The character's Spirit Pool is increased by +3.
- **Supply Points:** The character's Supply Points are unchanged.
- **Talent:** Firebrands begin with any two of the following talents: **Direct**, **Contingency Plan**, **Strategize**, or **Cunning Maneuver.**
- **Goals:** When you deal the killing blow to a major enemy, or you protect a settlement or group of people from destruction, gain growth.
- **Equipment:** One Hand-Made or Security Weapon, Light Armor (TL2 or TL3), Binoculars (TL 2 or TL 3), Communicator (TL 3).

DIRECT [TALENT]

You have a keen tactical mind, and a knack for knowing the right time and place for the right action.

When you take your action, you can direct an ally to take an action instead. If the ally's action requires a Skill Test, you count as assisting their Test using your **Insight** (**Talk**).

CONTINGENCY PLAN [TALENT]

You make plans. You make backup plans. You make extra plans in case both of those fail.

When you or an ally fail a Skill Test, add 1 to the group's Momentum pool.

STRATEGIZE [TALENT]

You can figure out a strategy to overcome most any problem, and you can do it quickly.

When you create a Truth which represents a plan, an advantageous tactic or maneuver, or knowledge of an opponent's weakness, spend 1 Momentum to create a second Truth of that sort, representing another part of the plan, tactic, etc.

CUNNING MANEUVER [TALENT]

With a word or a gesture, your allies move into position. Careful planning and keen focus allow you to outmaneuver your foes.

At the start of your turn, you may spend Spirit to allow your allies to move. Each point of Spirit you spend, one ally who can see or hear you may move one zone. No ally may move more than one zone on your turn as a result of this.

FIREBRAND

OUR BLAZING HEROES
WITH HEARTS SO PURE,
THEY PROTECT THE INNOCENT,
AND THEY ALWAYS ENDURE.

CHAPTER 6

EQUIPMENT

Yay shopping for shiny things

Maybe I will
sell shell
rubbings for
~~1~~ ~~2~~ ~~3~~ ~~4~~
5 coin!

TRADE, BARTER, AND THE ECONOMY

Evera Prime was once home to a thriving, high-speed, technologically-advanced economy, with wealth and resources governed by powerful computer systems that tied into all facets of life.

But that was long ago. While the shattered remnants of this Old World still litter the landscape, people can no longer have all their basic needs met by automation and the products of miraculous Atoma devices. And so, in the wake of the War, older, simpler forms of trade returned out of necessity.

Within the communities that dot the landscape, gift economies are common: trade is considered more as a form of relationship than as a series of transactions, and people give to their neighbors in need freely, only expecting that their neighbors show similar consideration in the future. Many resources within a village are regarded more as the property of the community rather than of any one person or family.

Between communities, things grow a little more formal; direct exchange or barter are commonplace. An enclave of Archivists may trade regularly with a nearby Everan village, but these trades are always transactions, with an immediate exchange of goods, knowledge, or services, rather than expectations. This is especially the case with groups who travel extensively: a trade must be immediate because who knows when you'll see them again.

Remembering remnants of the Old World, the term 'coin' remained in the common parlance to refer to wealth and value in an abstract sense. Many Archivist enclaves craft batches of metal tokens marked with distinctive, complex patterns that are difficult to copy, to trade with their neighbors, offering coin to other groups for necessary goods, and allowing coin to be redeemed with Archivists for information or services.

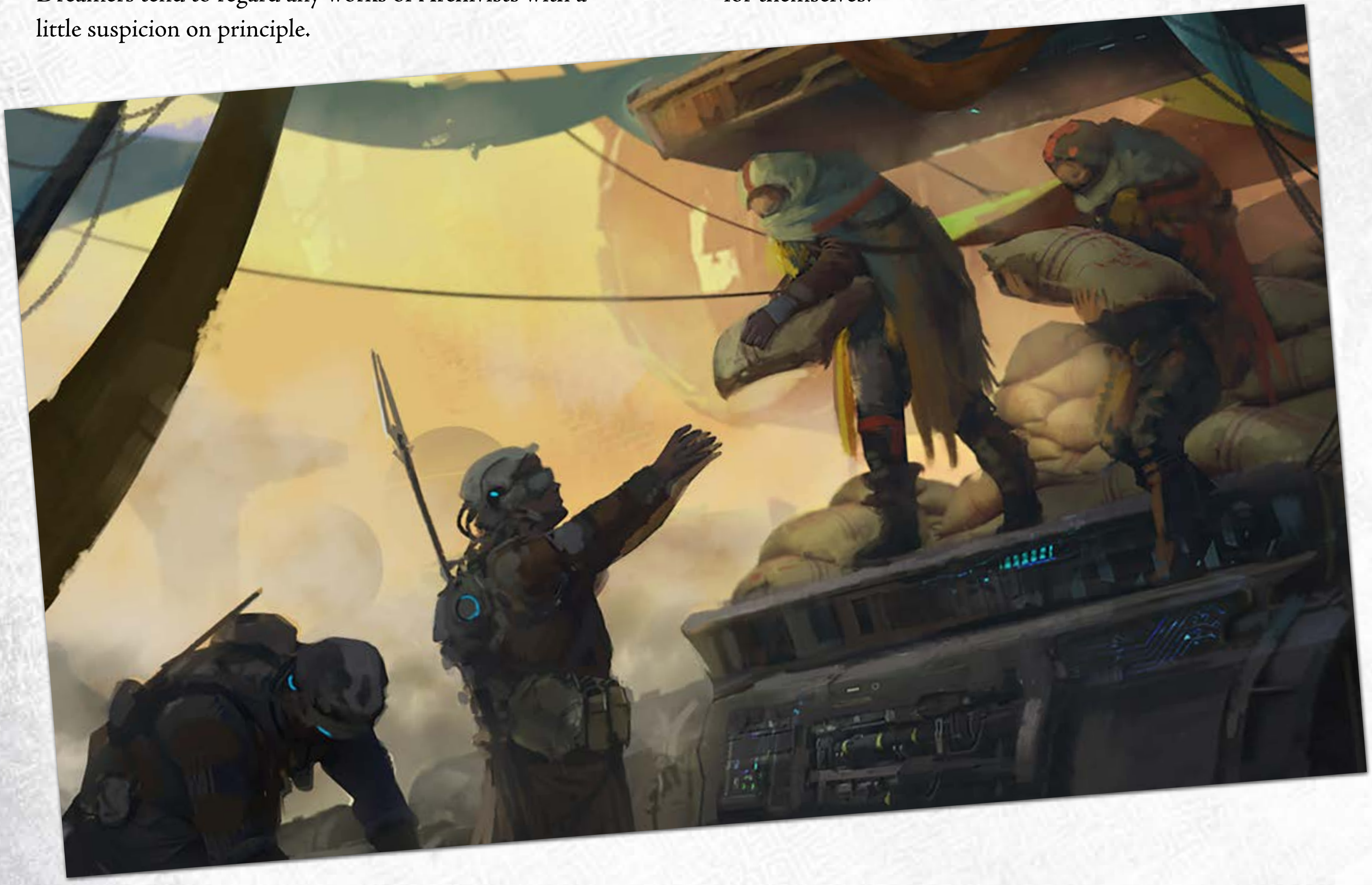
Over time, this has spread from community to community, with different Archivist enclaves crafting their own coins, but coins are generally accepted in most communities and by most traveling folk for sheer convenience, though Dreamers tend to regard any works of Archivists with a little suspicion on principle.

TRADE IN GAME

Characters begin play with a certain amount of coin. This represents both actual coins the character is carrying, as well as any other valuables they possess, such as fragments of knowledge they've discovered, rare items or resources they're carrying, and so forth.

Items listed later in this chapter will list an ordinary cost in coin. This is the value to either buy or sell the item, but there are some conditions on this. Different groups will consider items as worth more or less than the listed cost. In general:

- **Items** of a higher Tech Level than the buyer count their cost as half (rounded up), as the item simply isn't useful to them.
- **Everans** tend to produce most of what they need, selling the surplus in exchange for things they cannot produce. They're unlikely to buy any goods they already produce but will pay 50% more (round up) for goods they do not produce, or services they cannot perform for themselves.



- **Archivists** will buy goods only when they need to, but regard information more highly, counting any source of information as worth 50% more than the listed cost when buying or selling.
- **Rivers** will buy and sell basically anything.
- **Dreamers** will rarely buy information and will not buy any items of higher Tech Level than the buyer.
- **Spears** only really buy goods and tend to pay with services; hunting or security. They don't have much time for trade beyond what's necessary.

KNOWLEDGE FRAGMENTS

The world of Evera Prime is littered with information from before and during the war. Data caches, personal messages, archives of pre-Evera Earth stories, calls for help from different places and people, educational texts, scientific project records, government information, medical records, maps, technical plans, fiction, and of course games. Information is power, and to the right people, at the right time it can mean life or death. We assign a value to Knowledge Fragments to encourage players not just to search for shiny power tools and guns, but to also learn about the world. Data is often protected behind systems that require the help of a Weaver to access.

There are secrets scattered throughout the adventures, and as the player characters discover them, the GM will distribute physical or digital handouts. Each handout will contain some of the background to the world of ***Dreams and Machines***, the timeline, plot information, secrets and more. Handouts have a value which is represented by Knowledge Fragments, and as noted in the Trade section above this, can be more or less valuable to different groups.

COMMON ITEMS AND EQUIPMENT

ATOMAS AND MANUFACTURING

Many items used across Evera Prime are old, often retrieved from the ruins and repaired, or built anew from salvaged parts according to pre-war schematics. However, ancient technology is not the only source of tools and equipment.

Any community over a certain size will have artisans: people with knowledge of technology and practical crafts, able to shape metals, plastics, and ceramics into useful forms, repurpose old circuitry, and perform similar works. These will vary from community to community, however, Archivists seek to recover old methods of engineering, reviving the ways of computer-aided manufacture, molecular synthesis, nano-assembly, and more, and can produce or rebuild advanced technologies, while a Dreamer community may eschew machine-assisted technologies but excel in sciences built upon more natural foundations.

Beyond that, delving into the deep ruins can often reveal Atoma devices, ancient atomic assemblers which were used to produce all manner of common (and not-so-common) devices before the War. These devices can only be operated by those who know the secrets of their use, most commonly Weavers. When directed by a Weaver with knowledge of the right patterns, an Atoma can produce a wide range of useful tools and devices.

In game terms, each item listed has a category which describes how the item is made. Most of these indicate what form of Atoma is necessary to produce a brand-new version of a device.

- **Hand-Made** items are manufactured entirely by people. Some items are simple and straightforward, while others may require advanced knowledge of the kind shared amongst Dreamer communities or Archivist enclaves.
- **Domestic** items are commonplace, produced by even the most basic Atoma units — those designed for domestic and household uses — and were once made in such quantities that they're regularly salvaged from the ruins or found available for trade.

- **Industrial** items are items produced by Industrial Atomas for industrial or commercial uses. They're broadly useful, but often more specialized, tricky to use, or resource-intensive than domestic items. They can fetch a high price when salvaged or recovered from the ruins.
- **Security** items often include weapons and protective equipment, as well as tools that can be used for illicit purposes in the wrong hands. Security Atomas able to produce them were relatively scarce, limited to avoid their contents becoming too widespread.
- **Military** items come from amongst the rarest forms of Atoma, designed to support the logistical needs of military forces. These items are rare and highly prized, since Military Atomas can produce armaments and armor sufficient to make a stand against even a rampaging Waker.
- Some items are categorized as **Miscellaneous.** The secrets to producing new items of this kind are lost, and they can only be salvaged — in pieces or intact — from the ruins rather than creating new ones. All vehicles fall into this category as well: in theory, a specialized Atoma could once create vehicles and even buildings from scratch, but no such machine has been found since the War.

ITEM RARITY

Naturally, not all items are equally available. Many of the most precious, useful, or scarce items are difficult to find, or can only be found in a few places, and fewer of those items will be available for sale. They are rare and useful tools, and few people are willing to part with them.

Items will be listed with a **rarity** value, a score from 1 to 5.

RARITY VALUE	MEANING
1	The item is likely to be found in any homestead or community.
2	The item is likely to be found in any sizable town or similar community.
3	The item is likely be found in a specialized community, typically Archivists.
4	The item may rarely be found in a few specialized communities, typically Archivists.
5	The item is almost impossible to find without venturing into the ruins.

ADJUDICATING RARITY

In game terms, there are two ways that an item's rarity may be handled, beyond simply serving as a guide for the GM.

- At the GM's discretion, items may have their cost increased by an amount equal to their rarity value, if the seller has an item but is reluctant to part with it.
- If there's doubt as to whether or not an item is available for sale, roll a number of d20s determined by the community (see below), as if they were a Skill Test: each 10 or less is a success, each die that rolls 1 is two successes. If the number of successes equals or exceeds the item's rarity value, then the item can be found for sale.

COMMUNITY SIZE	NUMBER OF D20S
Single Homestead	1d20
Small Community	2d20
Large Community	3d20
Specialized Community (i.e., Archivists)	+1d20

SUPPLY POINTS

While not representing any specific items, every player character carries around a collection of salvaged components, useful parts, resources, and so forth which can be assembled into tools or helpful items as needed.

Every player character in ***Dreams and Machines*** has a pool of **Supply Points**, which collectively represent the assorted tools, consumable resources, pieces of junk and scrap, and makeshift items that they carry. These items tend to come in handy during the character's adventures, especially if they've got some knowledge of machines and advanced technology. Different characters gather different kinds of Supply Points during the course of their travels, depending on their skills, upbringing, and their needs: an Archivist Tech may have pouches full of scavenged electronics, while a Dreamer Gatherer may favor preserved pieces of plants, animals, and minerals with obscure uses.

When a character takes downtime (any period longer than a day resting and performing non-strenuous activities), they reset their Supply Points back to their default value. This represents a character salvaging items they've found to replenish their supply, as well as trading away any surplus that they can't carry.

Any Supply Points a character would gain above their default value are immediately converted to coin on a 1 for 1 basis.

When a character attempts an action — whether that action requires a Skill Test or not — you may declare that you have something that might help. You then describe the tool or device which you are revealing (or assembling), and the GM determines how many Supply Points the device will cost. If you have enough Supply Points to pay this price, then you gain that device as an **Equipment Truth** (it may have additional benefits depending on what you described) and can attempt to resolve the action using that device (which may change how easy the action was, or even whether it was possible to begin with). Items made using Supply Points are temporary and will not last longer than the current scene.

You cannot spend more Supply Points on a single device than your Tech Level. A created item has a Tech Level equal to its cost.

Use the following table as a rule of thumb for creating items with Supply Points. Some items later in this chapter may also note that they can be crafted using Supply Points, and how many points they cost to make. These items, like all items made using Supply Points, are temporary, and do not last longer than the current scene.

SUPPLY POINT COST	DESCRIPTION
1	Simple tools, with no moving parts or only one moving part. No more than two components or ingredients.
2	Tools with a small number of moving parts or different components or ingredients.
3	Precision tools with numerous moving parts, or simple electrical devices (torches, anything with a simple circuit).
4	Powered tools using complex circuits, including heated or electro-charged blades, plasma torch cutters, etc.
5	Powered tools with integrated sensors or limited automation, devices requiring high-capacity power supplies.

POWERED ITEMS

Many items found or produced across the world are Powered. These items draw energy from a power supply, typically a kinetic battery.

A powered item requires this power supply to function, but you do not have to track how much charge remains in the battery or any similar details. Instead, if the item has power, it will work.

In addition, if an item is powered, it can be discharged when a Skill Test is made, taking one die from the test's dice pool, and setting it so that it has rolled a 1, and on a successful Test generates 2 bonus Momentum (this Momentum cannot be saved). Once discharged, the device cannot be used again until the battery has recharged.

Powered items recharge at different rates depending on the item. Items may list Breather, Break, or Bed for their recharge time (normally in brackets after the *powered* keyword) — these refer to the type of rest the owning character needs to take before the item will be recharged. Powered items made using Supply Points do not recharge.

Powered weapons work in much the same way, but rather than gaining bonus Momentum, they inflict one additional Injury of the listed type against the target.

KINETIC BATTERIES

The world of ***Dreams and Machines*** is one where the remnants of advanced technology from a collapsed civilization litter the landscape. One of the most prevalent legacies of this golden technological age are kinetic batteries.

These compact, useful devices can be found in all sorts of devices and can be repurposed extremely easily. Each kinetic battery, a black box about the length of a thumb and twice as wide, with metal connectors at the top and bottom, is a marvel of technology which seems impervious to wear or degradation.

Kinetic batteries gather ambient energy from their surroundings, converting kinetic energy from movement, and heat and light from the sun, into stored potential energy. While there is a limit to how much energy each battery can store, this capacity does not degrade with repeated use, nor is it damaged by being overcharged. Each kinetic battery seems as functional as the day it was manufactured. Most kinetic batteries are built into their device and cannot easily be removed, but this is of no concern because they recharge quickly and don't need to be replaced.

Larger, high-capacity versions, some about the size of a fist, and others about as large as a house brick, were created for military and heavy industrial uses, allowing them to store far more energy for power-hungry uses like anti-armor weapons, heavy power tools, and the like. These *are* designed to be removed and replaced, allowing devices to maintain constant use. High-capacity kinetic batteries are highly sought-after, but extremely rare.

Devices that use more power than that tend to be connected directly to an active power source or have some form of power generator of their own built-in.

WEAPONS

While most people have settled far from danger, Evera Prime is still a world full of peril, from desperate or avaricious raiders, mutated animals driven by pain and conflicting instincts, and the constant threat of Wakers, to say nothing of the mysterious dangers of the Dark City and its Thralls. There are enough dangers in the world that few people can afford to travel unarmed.

For most people, this often takes the form of tools that can be used for a variety of purposes, self-defense amongst them. It is a rare person who does not carry a knife, cane, or staff when they travel. Others may carry a weapon intended mainly for hunting that can be turned to self-defense in emergencies. Heavier and more potent weapons are carried mainly by those expecting trouble. Meeting someone who looks ready to fight a Waker is either a very good sign or a very bad one.

Weapons in ***Dreams and Machines*** are described with a few brief traits:

- **Name:** The weapon's name or brief description. This can also be considered to be a Truth, if the specific nature of the weapon would be relevant in ways other than attacking; for example, a *knife* could be useful for cutting through vines or ropes, allowing a character to attempt such actions when they normally couldn't.
- **Tech Level:** The Tech Level of the weapon. This is compared to the Tech Level of the character to determine if they can use it effectively.
- **Weapon Type:** The type of weapon. There are two types: melee and ranged. Some weapons — such as thrown weapons — can be used both in melee and at range and will be listed as melee/ranged.
- **Damage:** a weapon's damage comes in two parts. The first is a single word or short phrase, which is the Injury the weapon inflicts (if the weapon inflicts multiple injuries, this will be noted in square brackets, such as *Plasma Burns [x2]*). The second is the damage rating, a number from 1-6, which is the cost to avoid that harm by spending Spirit.
- **Qualities:** Some weapons may have other qualities. These will be described after all other details of the weapon, but they are mainly descriptive tags which serve as prompts for the GM or hooks for other mechanics. **Common qualities include:**
  - **Ammo:** The weapon profile describes weapons consumed when they're used to make an attack, like grenades, or a specific type of ammunition used by a different weapon, such as special arrows used with a bow. Each attack made with an *ammo* weapon uses up one of that weapon.
  - **Breaker:** the weapon is especially good at inflicting damage to machines. Armor and NPCs with Protection will list how much Protection they provide against *breaker* attacks.
  - **Burst:** The weapon fires several projectiles, causes an explosion covering an area, or otherwise is good at affecting groups of enemies. When firing at a group, additional targets cost 1 Momentum instead of 2.
  - **Heavy:** The weapon is particularly bulky and may be harder to use (+1 Difficulty) if not set in place using a bipod, tripod, or other sturdy support.
  - **Long-Ranged:** The weapon can be used from much farther away than other ranged weapons, ignoring the Difficulty increase for firing a target at long-range.
  - **Loud:** The weapon makes a lot of noise when used.
  - **Mine:** These weapons must be placed as an action, but do not detonate immediately, requiring a Skill Test (Difficulty 1) to determine how well-positioned and concealed they are. Momentum from this Test can increase the damage cost of the mine, but the mine itself does not detonate until an enemy strays too near and detonates it.
  - **Non-Lethal:** These weapons are designed to incapacitate an enemy briefly, but not leave any lasting damage. Injuries inflicted by a non-lethal weapon are instantly healed (and removed completely) when treated by an ally, or at the start of the next scene, whichever happens first.

- **Powered:** The weapon relies on a power supply to function. Powered weapons can be discharged when an attack is made, taking one die from the attack's dice pool and setting it so that it has rolled a 1; in addition, if successful, the attack inflicts one additional Injury of the listed type. Once discharged, the weapon cannot be used again until it has recharged during the listed type of rest.
- **Quiet:** The weapon makes very little noise when used.
- **Scary:** The weapon is powerful, overkill against any but the deadliest foes, and carrying one will affect how people react to you both in and out of combat.

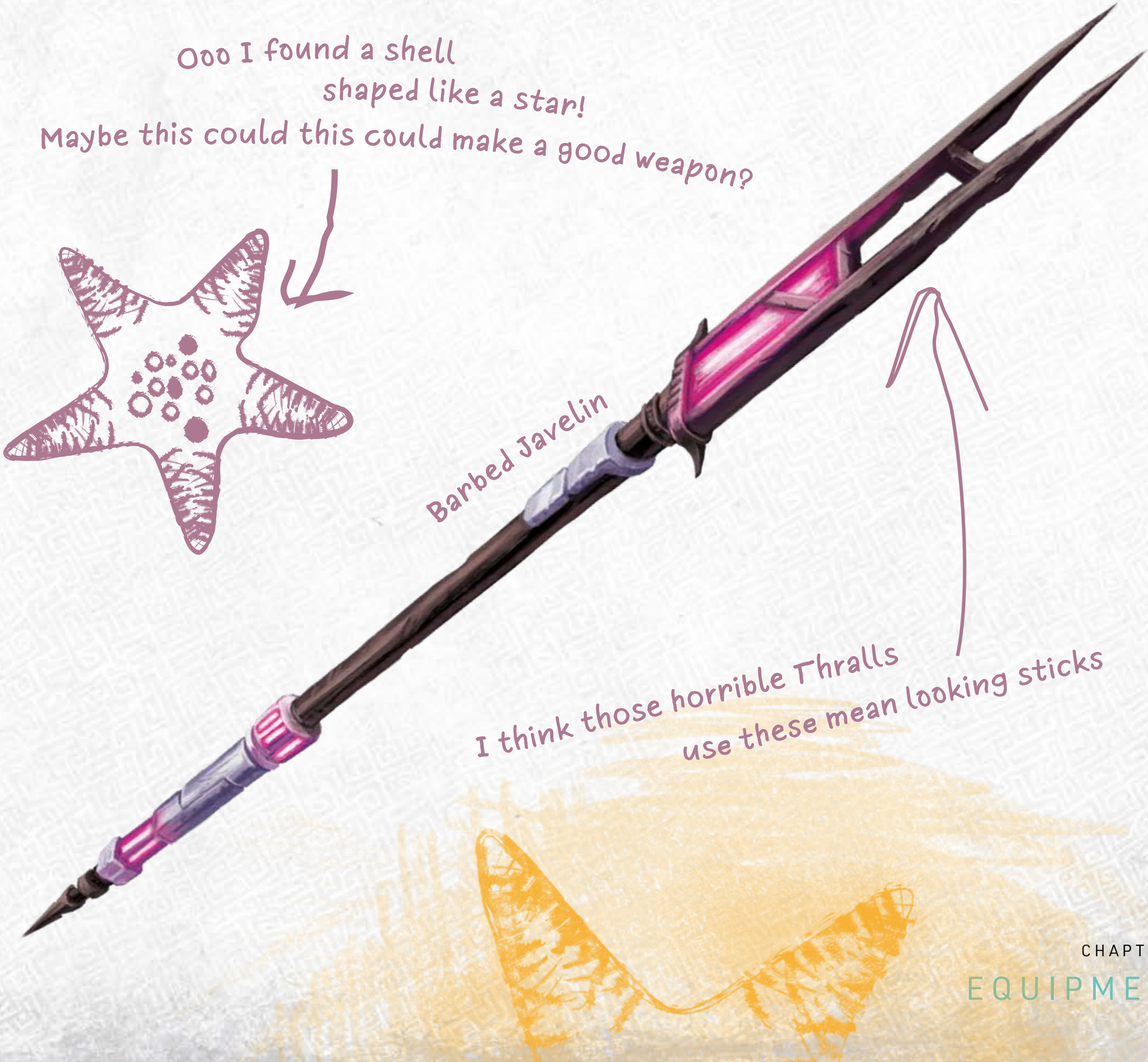
HAND-MADE WEAPONS TABLE

NAME	RARITY	TECH LEVEL	TYPE	DAMAGE	QUALITIES
Bomb (Blast) (3)	2	2	Ranged	Shrapnel 4	Ammo, Breaker, Burst, Loud
Bomb (Incendiary) (3)	2	2	Ranged	Burned 4	Ammo, Burst
Bomb (Tangle) (3)	2	2	Ranged	Entangled 4	Ammo, Burst, Non-Lethal
Bow	1	1	Ranged	Impale 1	Long--Ranged, Quiet
Bow (Blast Heads) (3)	2	2	Ranged	Burned 4	Ammo, Long-Ranged, Breaker
Bow (Spark Heads) (3)	2	2	Ranged	Shocked 4	Ammo, Long-Ranged
Bow (Tangle Heads) (3)	2	2	Ranged	Entangled 4	Ammo, Long-Ranged, Non-Lethal, Quiet
Club	1	0	Melee	Bludgeoned 1	–
Crossbow	2	2	Ranged	Impale 2	Long-Ranged, Quiet
Electrospear	5	3	Melee	Shocked 4	Breaker, Powered (Breather), Scary
Knife	1	0	Melee/		
Ranged	Bleeding 1	Quiet			
Poisoned Blade	3	2	Melee	Poisoned 3	Quiet
Sling	1	1	Ranged	Bludgeoned 1	Quiet
Sling (Blast) (3)	2	2	Ranged	Burned 4	Ammo, Breaker
Sling (Tangle) (3)	2	2	Ranged	Entangled 4	Ammo, Non-Lethal, Quiet
Spark Thrower	2	3	Ranged	Shocked 3	Powered (Break)
Spear	1	1	Melee	Impale 2	–
Sword	2	2	Melee	Lacerated 3	–
Thrall Spear Mono-edge	5	3	Melee	Impale 4	Scary
Thrall Electrospear	5	3	Melee/ Ranged	Shocked 4	Breaker, Powered (Special), Scary

MILITARY WEAPONS TABLE

NAME	RARITY	TECH LEVEL	TYPE	DAMAGE	QUALITIES
Hunting Pulser	2	3	Ranged	Burned 3	Long-Ranged, Powered (Break)
Security Pulser	3	3	Ranged	Burned 2 or Stunned 2	Burst, Non-Lethal (Stunned only), Powered (Break)
Shock Prod	2	3	Melee	Shocked 3 or Stunned 3	Non-Lethal (Stunned only), Powered (Breather)
Snare Grenades (3)	3	2	Ranged	Stuck 2	Ammo, Breaker, Burst, Non-Lethal
Stun Grenades (3)	3	2	Ranged	Stunned 2	Ammo, Breaker, Burst, Loud, Non-Lethal
Repulsor Glove	3	3	Ranged	Concussed 4	Non-Lethal
Thermal Staff	3	4	Melee	Burn 3	Breaker, Burn (Break)

Ooo I found a shell
shaped like a star!
Maybe this could this could make a good weapon?



I think those horrible Thralls
use these mean looking sticks

NAME	RARITY	TECH LEVEL	TYPE	DAMAGE	QUALITIES
Arc Weapon	4	4	Melee	Shocked 4	Burst, Powered (Bed), Scary
Combat Sword	4	3	Melee	Lacerated 4	–
EM Beamer	5	4	Ranged	Overloaded 4	Long-Ranged, Powered (Bed), Breaker, Scary
EM Repeater	5	4	Ranged	Overloaded 3	Burst, Powered(Break), Breaker , Scary
EMP Grenades (3)	5	4	Ranged	Overloaded [x2] 3	Ammo, Burst, Breaker
EMP Mines (3)	5	4	Mine	Overloaded [x2] 4	Ammo, Burst, Breaker, Mine
Fragmentation Grenades (3)	4	3	Ranged	Shrapnel [x2] 3	Burst, Loud
Flamethrower	4	3	Ranged	Burns 4	Burst, Scary
Plasma Beamer	4	4	Ranged	Plasma Burn 4	Long-Ranged, Powered (Bed), Breaker, Scary
Plasma Grenades (3)	4	4	Ranged	Plasma Burn [x2] 3	Ammo, Burst, Breaker, Loud, Scary
Plasma Mines (3)	4	4	Ranged	Plasma Burn [x2] 4	Ammo, Burst, Breaker, Loud, Mine
Plasma Mortar	5	5	Ranged	Plasma Burn [x2] 4	Burst, Breaker, Long-Ranged, Loud, Powered (Special), Heavy, Scary
Plasma Repeater	4	4	Ranged	Plasma Burn 3	Burst, Breaker, Powered (Break), Scary
Salvo Launcher - Concussion	5	5	Ranged	Concussed [x3] 2	Burst, Long-Ranged, Loud, Powered (Special), Heavy
Salvo Launcher - EMP	5	5	Ranged	Overloaded [x3] 2	Burst, Breaker, Long-Ranged, Loud, Powered (Special), Heavy
Salvo Launcher - Fusion	5	5	Ranged	Burned [x3] 2	Burst, Breaker, Long-Ranged, Loud, Powered (Special), Heavy
Salvo Launcher - Flechette	5	5	Ranged	Lacerated [x3] 2	Burst, Long-Ranged, Loud, Powered (Special), Heavy
Thermal Blade	3	4	Melee	Cauterized 4	Breaker, Powered (Bed), Scary

ARC WEAPON

A solid-looking melee weapon, commonly taking the form of a mace, hammer, sword, or similar weapon, with sparks of electricity playing around the head. Upon impact, the weapon discharges a powerful electrical blast which arcs between those nearby; the weapon absorbs any electricity from the attack which would arc back to the wielder.

The profile for the Arc Weapon can be found in the Military Weapons Table at the start of this section. An Arc Weapon is a *powered* weapon, which recharges after a Bed rest.

CATEGORY		TECH LEVEL
Military		4
SUPPLY POINT COST	COIN	RARITY
-	6	4

BOMBS

A simple ranged weapon, comprising a hard outer shell filled with a reactive payload, and an explosive charge to break the shell and set off the payload after a brief delay.

Blast bombs contain a more powerful explosive charge along with hardened metal and ceramic shrapnel which is hurled at high speed by the blast. Incendiary bombs ignite a flammable liquid and spread it over an area. Tangle bombs contain an adhesive chemical mixture that rapidly expands and hardens when the bomb detonates, entangling anyone nearby.

CATEGORY		TECH LEVEL
Hand-Made		2
SUPPLY POINT COST	COIN	RARITY
-	2	2

(for 3 bombs)

BOW

A simple ranged weapon, normally made from lengths of flexible wood or metal, sometimes using pulleys to amplify the user's effort. Bows are effective and versatile weapons, able to use arrows with a variety of different arrowheads.

Blast head arrows have a simple explosive charge in the arrowhead, designed to detonate upon impact. Spark heads contain an electrical charge which discharges upon impact. Tangle heads contain an adhesive chemical mixture that rapidly expands and hardens when the arrowhead breaks open on impact, entangling the target.

A bow has a basic profile for normal arrows, and then several profiles for special types of arrows, depending on which are being used, which can be found in the Hand-Made Weapons Table at the start of this section. Choose which type of arrow is being used before rolling for an attack. Arrows with the *ammo* quality are limited in number, with one shot consumed by each attack. Special arrows are bought or made in batches of 3.

CATEGORY		TECH LEVEL
Hand-Made		1
SUPPLY POINT COST	COIN	RARITY
1	1	1

(2 for 3 special arrows)

(2 for special arrows)

CLUB

A sturdy length of wood or metal, used to batter and bludgeon enemies. Easy to improvise, but improvised clubs are prone to break from use. Deliberately-made clubs tend to be reinforced to withstand repeated impacts.

The profile for the club can be found in the Hand-Made Weapons Table at the start of this section.

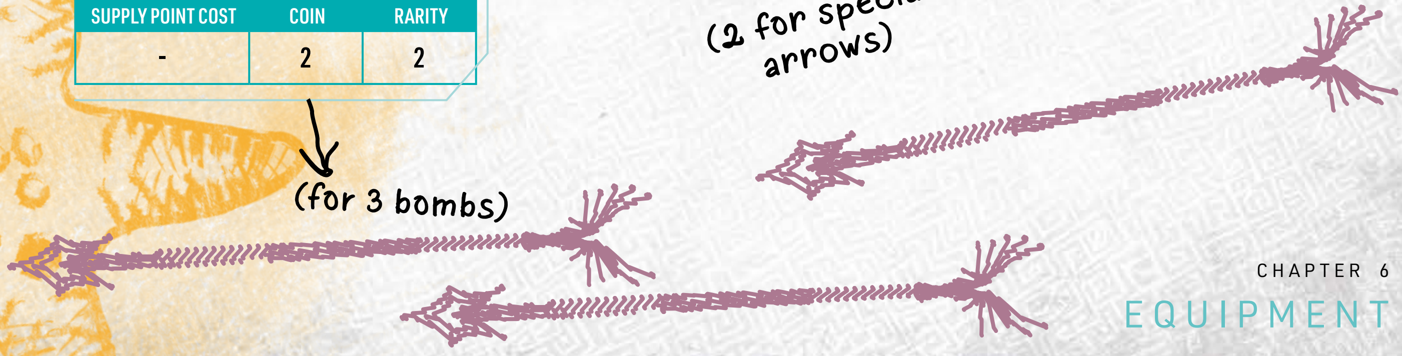
CATEGORY		TECH LEVEL
Hand-Made		0
SUPPLY POINT COST	COIN	RARITY
1	1	1

COMBAT SWORD

Swords have existed in many human cultures for thousands of years. This particular form is a modern refinement from before the War, using advanced alloys and honed to a razor-sharp edge. It is about as potent as a non-powered melee weapon can be.

The profile for the Combat Sword can be found in the Military Weapons Table at the start of this section.

CATEGORY		TECH LEVEL
Military		3
SUPPLY POINT COST	COIN	RARITY
-	4	4

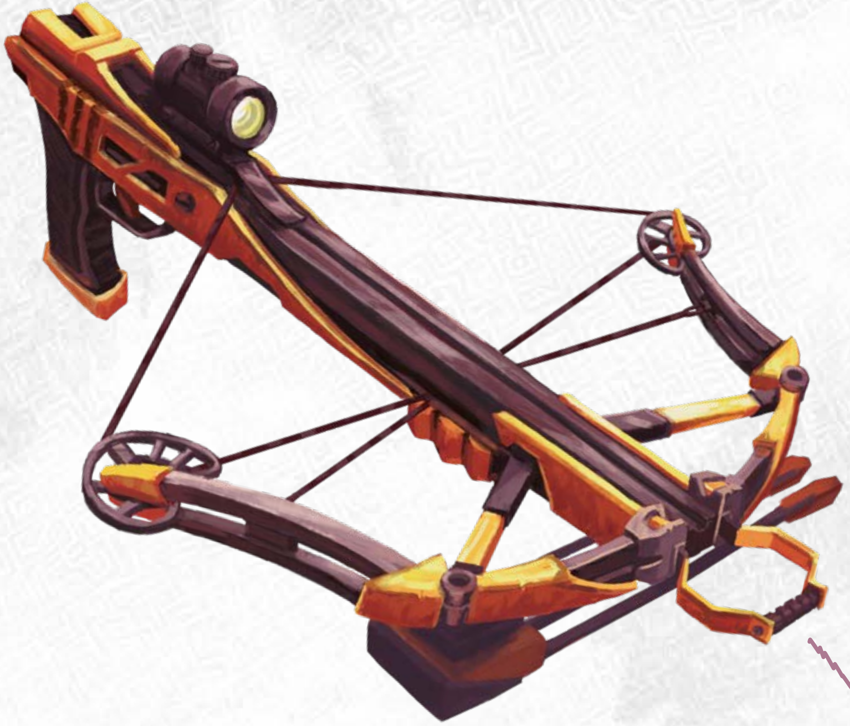


CROSSBOW

An evolution of the bow, a crossbow is a small, high-tension bow affixed to a sturdy stock, which can hold the bowstring in tension without requiring the user to hold it themselves. This allows the crossbow to hurl projectiles with much greater force and to be aimed more precisely.

The profile for the crossbow can be found in the Hand-Made Weapons Table at the start of this section.

CATEGORY		TECH LEVEL
Hand-Made		2
SUPPLY POINT COST	COIN	RARITY
2	2	2



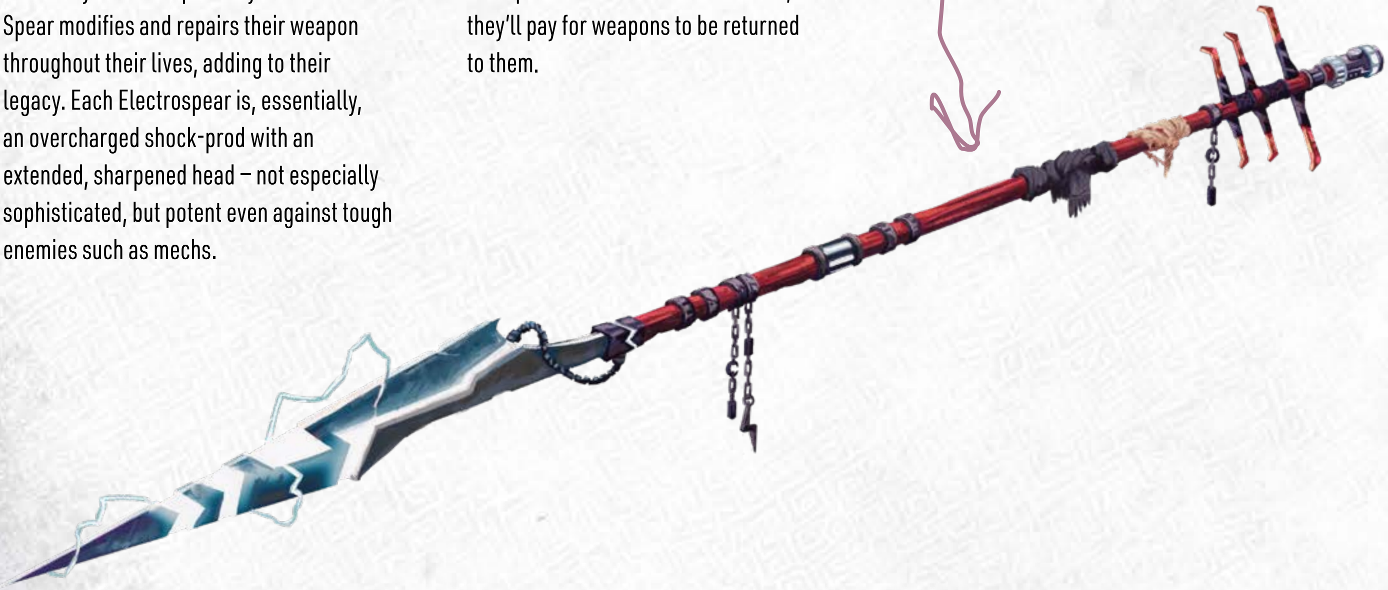
ELECTROSPEAR

A potent hand-made weapon, Electrospears are used almost exclusively by Spears, who revere them as a symbol of their way of life and a legacy of their ancestors. Electrospears from fallen comrades are recovered and stored in Spear encampments, and each Spear will meditate surrounded by these weapons until they choose – or are chosen by – the weapon they will bear. Each Spear modifies and repairs their weapon throughout their lives, adding to their legacy. Each Electrospear is, essentially, an overcharged shock-prod with an extended, sharpened head – not especially sophisticated, but potent even against tough enemies such as mechs.

The profile for an Electrospear can be found in the Hand-Made Weapons Table at the start of this section. An Electrospear is a *powered* weapon, which recharges after a Breather rest. While recharging, the weapon may still be used as a normal spear.

Electrospears cannot be purchased – Spears don't part with their traditional arms, but they'll pay for weapons to be returned to them.

CATEGORY		TECH LEVEL
Hand-Made		3
SUPPLY POINT COST	COIN	RARITY
-	6	5



EMP BEAMER

A long-ranged form of directed radiation weapon, these guns propel a focused electromagnetic pulse down a narrow channel of ionized air, striking a target at long distances. These weapons were heavily used during the War for destroying mechs and other technological foes, but are far less effective against living creatures.

The profile for the EMP Beamer can be found in the Military Weapons Table at the start of this section. An EMP Beamer is a *powered* weapon, which recharges after a Bed rest. Non-robot characters cannot suffer an Injury from an EMP Weapon.

CATEGORY		TECH LEVEL
Military		**4**
SUPPLY POINT COST	**COIN**	**RARITY**
-	6	5

EMP GRENADES

These grenades produce an intense electromagnetic pulse, which harms only machines.

Each grenade can only be used once. The profile for an EMP Grenade can be found in the Military Weapons Table at the start of this section. Non-robot characters cannot suffer Injury from EMP grenades. An Atoma device produces these grenades in batches of three.

CATEGORY		TECH LEVEL
Military		**4**
SUPPLY POINT COST	**COIN**	**RARITY**
-	6	5

(for 3 grenades)

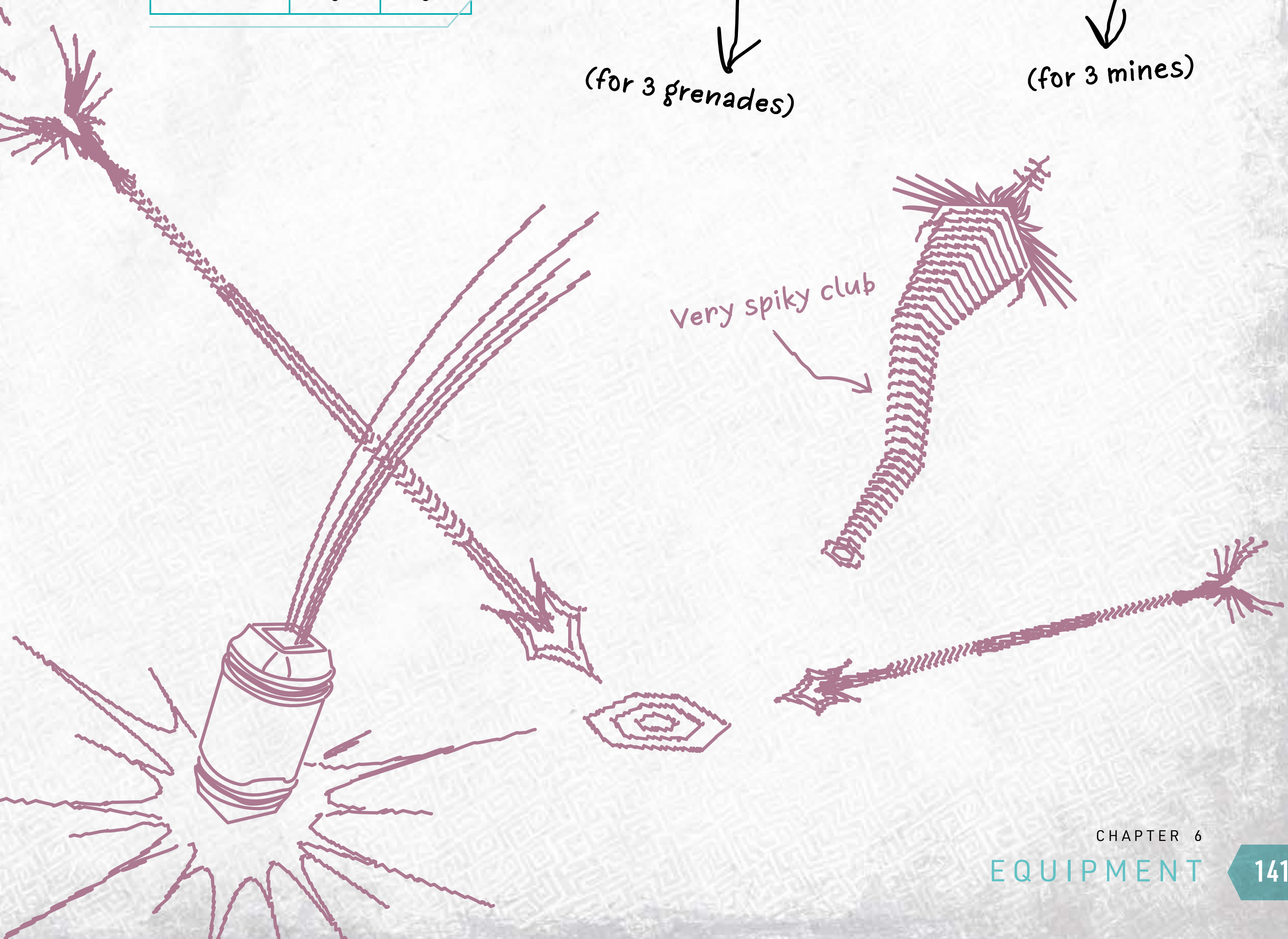
EMP MINES

These placed charges produce an intense electromagnetic pulse, which harms only machines. They're normally set to detonate when the mine detects a mech or other machine moving within a meter.

Each mine can only be used once. The profile for an EMP Mine can be found in the Military Weapons Table at the start of this section. Non-robot characters cannot suffer Injury from EMP Mines. An Atoma device produces these mines in batches of three.

CATEGORY		TECH LEVEL
Military		**4**
SUPPLY POINT COST	**COIN**	**RARITY**
-	6	5

(for 3 mines)



EMP REPEATER

A common form of EMP weapon, these guns propel directed electromagnetic pulses. The weapon has a relatively high rate of fire, able to produce several pulses in quick succession, but their effective range is limited. These weapons were used for destroying mechs and other high-tech targets.

The profile for the EMP Repeater can be found in the Military Weapons Table at the start of this section. An EMP Repeater is a *powered* weapon, which recharges after a Bed rest. Non-robot characters cannot suffer Injury from EMP weapons.

CATEGORY		TECH LEVEL
Military		4
SUPPLY POINT COST	COIN	RARITY
-	6	5

FLAMETHROWER

A weapon which sprays an ignited chemical fuel over a target. Atoma-made models contain a self-filling reservoir that synthesizes the propellant slowly over time. While restricted to Military Atoma devices, the majority of these weapons are used to clear invasive foliage, melt ice and snow, and to create firebreaks to prevent the spread of uncontrolled forest fires, rather than in actual combat.

The profile for the Flamethrower can be found in the Military Weapons Table at the start of this section. A Flamethrower is a *powered* weapon, which recharges after a Bed rest.

CATEGORY		TECH LEVEL
Military		3
SUPPLY POINT COST	COIN	RARITY
3	4	4

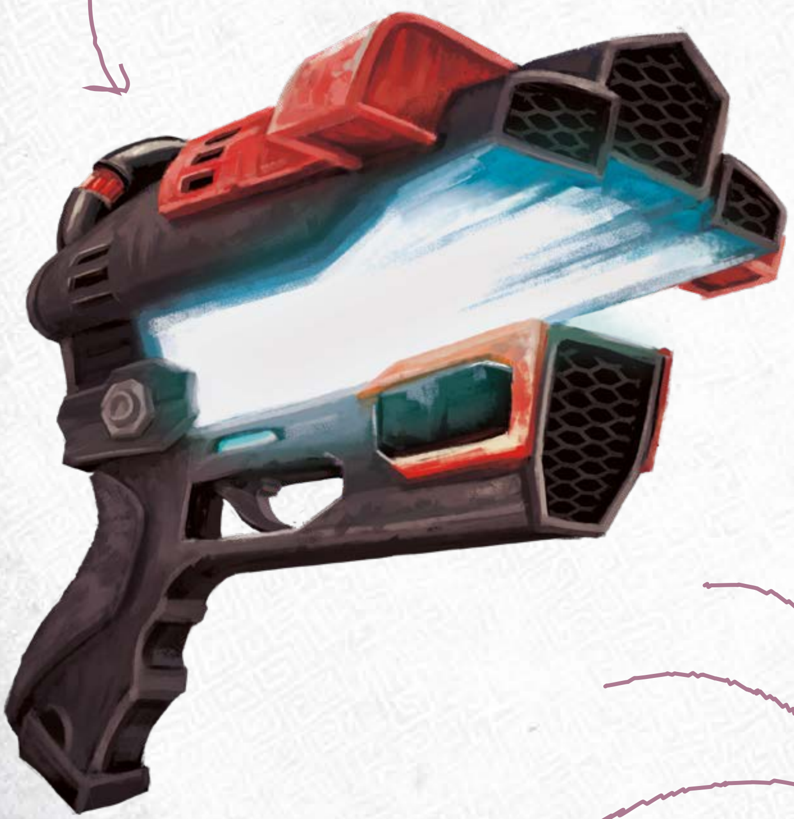
FRAGMENTATION GRENADES

These grenades contain a powerful explosive compound, producing a concussive blast and a shower of high-speed shrapnel.

Each grenade can only be used once. The profile for an Explosive Grenade can be found in the Military Weapons Table at the start of this section. An Atoma device produces these grenades in batches of three.

CATEGORY		TECH LEVEL
Military		3
SUPPLY POINT COST	COIN	RARITY
-	5	4

(for 3 grenades)



kkkkkkaboom!

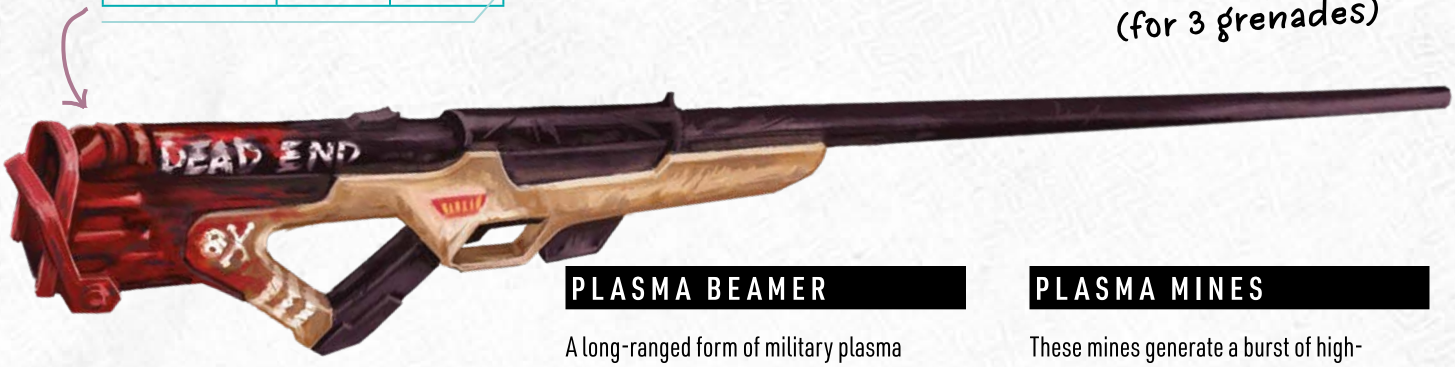
BANG

HUNTING PULSER

Pulsers are high-intensity laser weapons, projecting an intense, brief laser pulse at the target. Hunting Pulsers are a variant designed for use at longer ranges, able to adjust the focal length of the pulse to a few hundred meters. They're useful for hunting game, but also for precision attacks.

The profile for the Hunting Pulser can be found in the Security Weapons Table at the start of this section. A Hunting Pulser is a *powered* weapon, which recharges after a Break rest.

CATEGORY		TECH LEVEL
Security		3
SUPPLY POINT COST	COIN	RARITY
-	4	2



KNIFE

A sharpened metal blade with a short handle. Knives are more often made as tools than as weapons, but any knife can serve as a weapon in desperate times. A well-made fighting knife can stand up to heavy use, while also functioning as a useful tool for hunting and scavenging.

The profile for a knife can be found in the Hand-Made Weapons Table at the start of this section.

CATEGORY		TECH LEVEL
Hand-Made		0
SUPPLY POINT COST	COIN	RARITY
1	1	1

PLASMA BEAMER

A long-ranged form of military plasma weapon, these guns propel an intense bolt of high-energy plasma along an ionized path, or "beam," allowing them to strike distant targets effectively without the plasma dispersing. These weapons were used for destroying armored targets such as combat mechs and vehicles.

The profile for the Plasma Beamer can be found in the Military Weapons Table at the start of this section. A Plasma Beamer is a *powered* weapon, which recharges after a Bed rest.

CATEGORY		TECH LEVEL
Military		4
SUPPLY POINT COST	COIN	RARITY
-	6	4

PLASMA GRENADES

These grenades generate a burst of high-energy plasma that burns everything in the immediate vicinity. They were often used for sabotage and demolitions, as the intense plasma could burn through most materials.

Each grenade can only be used once. The profile for a Plasma Grenade can be found in the Military Weapons Table at the start of this section. An Atoma device produces these grenades in batches of three.

CATEGORY		TECH LEVEL
Military		4
SUPPLY POINT COST	COIN	RARITY
-	6	4

(for 3 grenades)

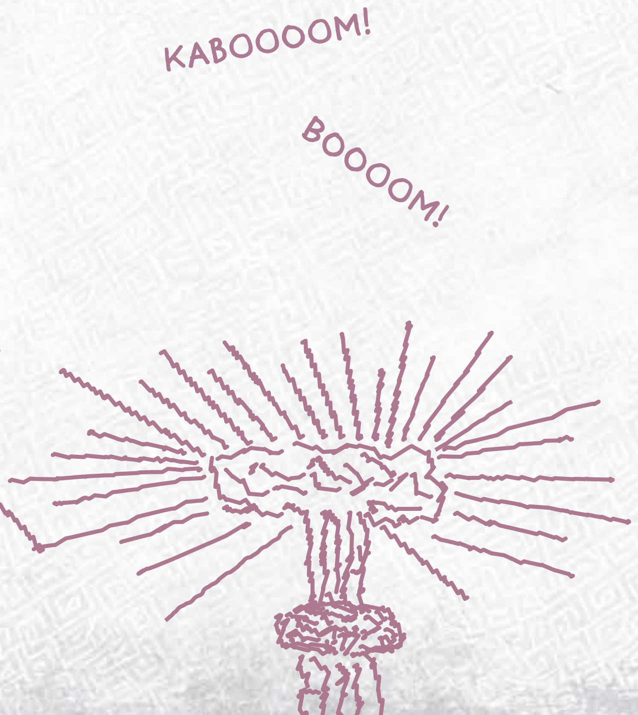
PLASMA MINES

These mines generate a burst of high-energy plasma that burns everything in the immediate vicinity. They were often used to defeat heavy mechs and heavy vehicles, as the intense plasma could burn through most materials. They're set to trigger when someone passes within a meter.

Each mine can only be used once. The profile for a Plasma Mine can be found in the Military Weapons Table at the start of this section. An Atoma device produces these mines in batches of three.

CATEGORY		TECH LEVEL
Military		4
SUPPLY POINT COST	COIN	RARITY
-	6	4

(for 3 mines)


KABOOOOM!
BOOOOOM!

PLASMA MORTAR

A heavy plasma weapon with devastating effects. This weapon uses an offshoot of nanogram field technology to project a magnetic 'bubble' which compresses a mass of plasma into an extremely small space. This bubble is propelled towards the target, collapsing moments before impact, allowing the plasma to expand explosively over a wide area. More akin to a small artillery piece than an infantry weapon, a plasma mortar requires a massive amount of power to operate. Conventional kinetic batteries alone cannot store enough charge.

The profile for the Plasma Mortar can be found in the Military Weapons Table at the start of this section. A Plasma Mortar is a *powered* weapon, requiring an active power supply (a generator or similar) to operate.

CATEGORY		TECH LEVEL
Military		**5**
SUPPLY POINT COST	COIN	RARITY
-	7	5

PLASMA REPEATER

The most common form of military plasma weapon, these guns propel bolts of high-energy plasma. The weapon has a relatively high rate of fire, able to produce several bolts in quick succession, but their effective range is limited. These weapons were used for destroying armored targets such as combat mechs and vehicles.

The profile for the Plasma Repeater can be found in the Military Weapons Table at the start of this section. A Plasma Repeater is a *powered* weapon, which recharges after a Bed rest.

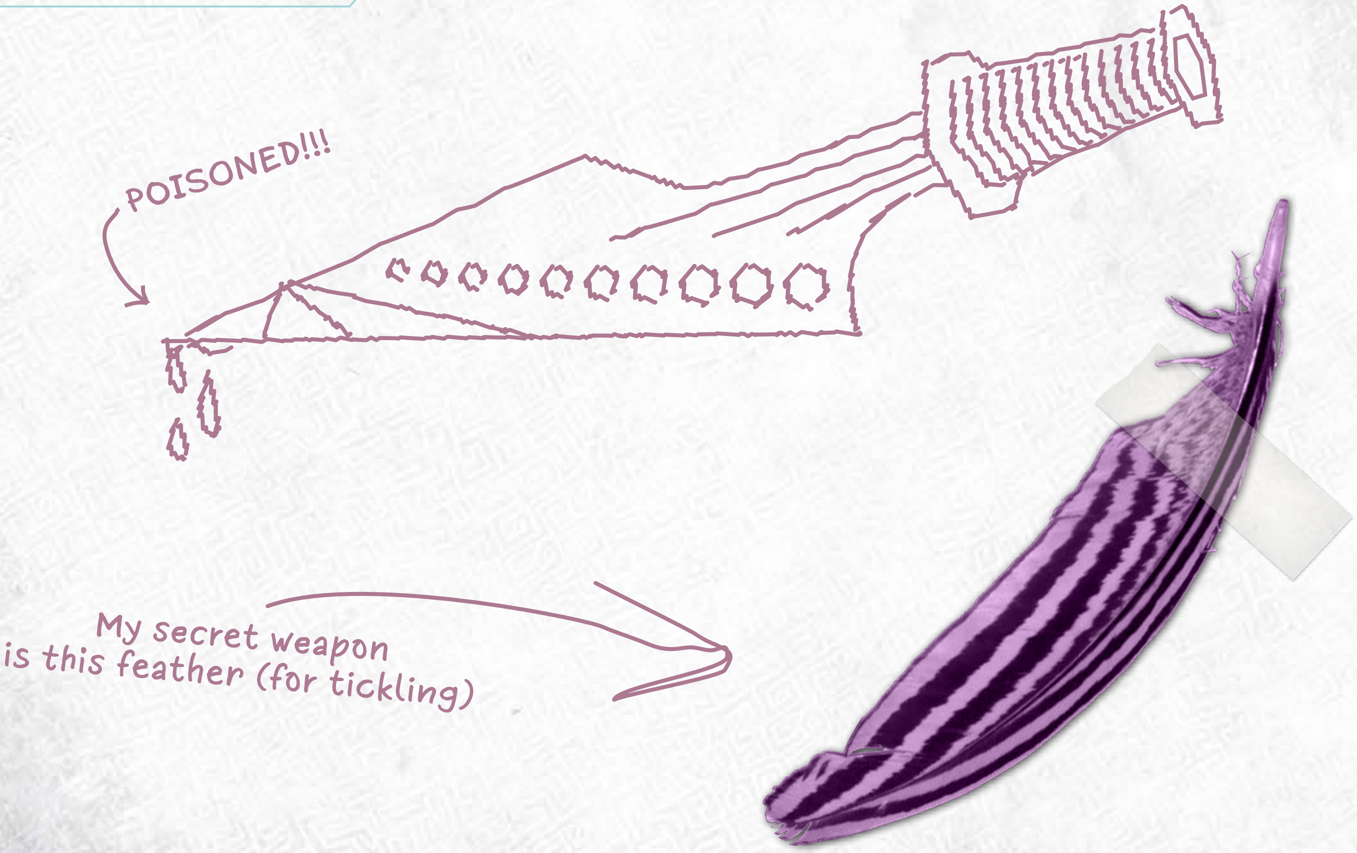
CATEGORY		TECH LEVEL
Military		**4**
SUPPLY POINT COST	COIN	RARITY
-	6	4

POISONED BLADES

Long knives, often needle-like, hollow, or with a specially-shaped fuller to allow a toxic substance to run easily along the blade's length, these blades are carefully designed and made to deliver a toxic substance with a sharp stab or deep scratch. These toxins are often extracted from dangerous animals or concocted from plant extracts by experts in Dreamer communities.

The profile for poisoned blades can be found in the Hand-Made Weapons Table at the start of this section. A poisoned blade cannot inflict Injuries on machine enemies.

CATEGORY		TECH LEVEL
Hand-Made		**2**
SUPPLY POINT COST	COIN	RARITY
-	3	3


POISONED!!!
My secret weapon is this feather (for tickling)

REPULSER GLOVE

Kinetic Pulse Gloves – commonly known as Repulser Gloves, merging the words "Repulse" and "Pulser" – are a personal defense armament that project a wave or bubble of kinetic force from a projector in the palm or on the knuckles. The force of this is considerable, but the weapon is normally non-lethal, spreading the impact over a wide enough area that the effect leaves a target knocked over, disoriented, and winded, but with no lasting injuries.

The profile for a Repulser Glove can be found in the Security Weapons Table at the start of this section.

CATEGORY		TECH LEVEL
Security		3
SUPPLY POINT COST	COIN	RARITY
-	4	3

SALVO LAUNCHER

A heavy weapon found mounted on vehicles, heavy mechs, and static emplacements, the Salvo Launcher is a rapid-firing multiple-missile launch pod which nano-fabricates a variety of missiles to use against an assortment of different types of target. These weapons require an Atoma cube to fabricate the ammunition, in addition to a large power supply. Sometimes called "Weavers' Wrath," as the weapon system responds well to the skills and lore of a Weaver.

A Salvo Launcher has several profiles, depending on which missiles are being fired, which can be found in the Military Weapons Table at the start of this section. It takes an action to switch between missile types unless the user has a reader lens or tactical lens. A Salvo Launcher may be fired directly, or if the user has a reader lens or tactical lens, it may be guided, allowing the attack to seek the target even if they're not currently visible, or one d20 on the attack to be re-rolled. A Salvo Launcher is a *powered* weapon, requiring an active power supply (a generator or similar) to operate.

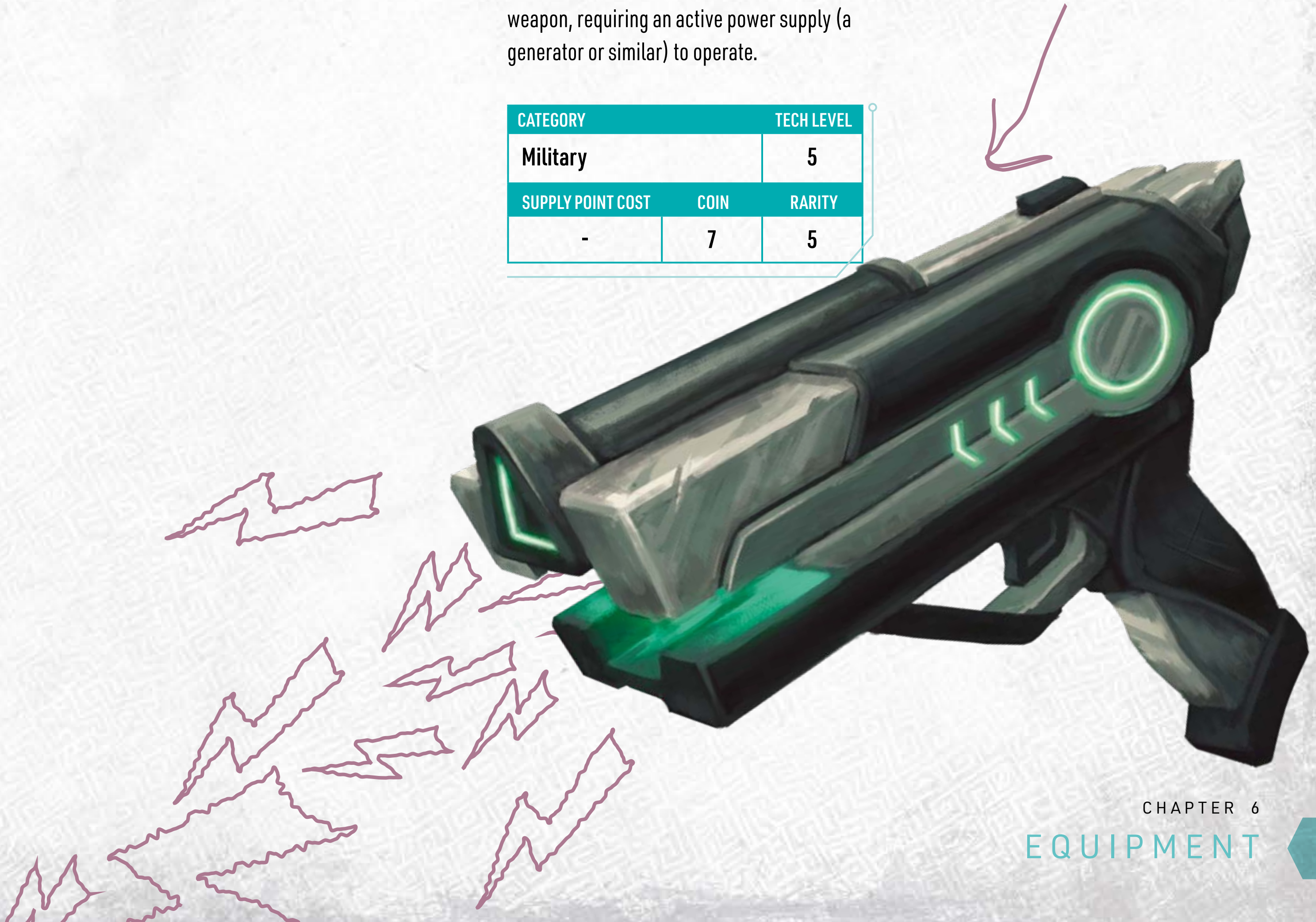
CATEGORY		TECH LEVEL
Military		5
SUPPLY POINT COST	COIN	RARITY
-	7	5

SECURITY PULSER

Pulsers are high-intensity laser weapons, projecting an intense, brief laser pulse at the target. Security Pulsers are a variant designed for use by security personnel, and the weapon can adjust the pulse it generates to have a non-lethal effect. This "stun" pulse is painful to those shot, but the incapacitation lasts only a few minutes and leaves no lingering effects.

The profile for the Security Pulser can be found in the Security Weapons Table at the start of this section. It may replace its *burned 2* Injury with *stunned 2* on any attack, decided before any dice are rolled for the attack. A Security Pulser is a *powered* weapon, which recharges after a Break rest.

CATEGORY		TECH LEVEL
Security		3
SUPPLY POINT COST	COIN	RARITY
-	4	3



SHOCK PROD

A sturdy scepter about the length of a forearm, topped with a metallic element which discharges electricity upon contact with an object or person. They were used as crowd control and riot-suppression tools previously, but most versions found these days are used instead to deter wild animals or herd livestock. Shock prods have an adjustable charge and can be set to inflict a short-lived shock that only really stuns the target. The effect is still painful, though.

The profile for the Shock Prod can be found in the Security Weapons Table at the start of this section. It may replace its *shocked 3* Injury with *stunned 3* on any attack, decided before any dice are rolled for the attack. A Shock Prod is a *powered* weapon, which recharges after a Breather rest.

CATEGORY		TECH LEVEL
Security		3
SUPPLY POINT COST	COIN	RARITY
-	4	2

SLING

A simple ranged weapon, normally made from strips of leather or cloth. For their apparent simplicity, they can be a highly effective weapon, allowing the wielder to hurl heavy stones or metal bullets over long distances. Inventive users replace the normal blunt projectiles with hollow shells containing explosives or chemicals.

Blast sling bullets are a simple explosive, designed to detonate upon impact. Tangle bullets contain an adhesive chemical mixture that rapidly expands and hardens when the bullet breaks open on impact, entangling the target.

A Sling has a basic profile for normal bullets, and then several profiles for special types of bullets, depending on which are being used, which can be found in the Hand-Made Weapons Table at the start of this section. Choose which type of bullet is being used before rolling for an attack. Bullets with the *ammo* quality are limited in number, with one shot consumed by each attack.

CATEGORY		TECH LEVEL
Hand-Made		1
SUPPLY POINT COST	COIN	RARITY
1	1	1

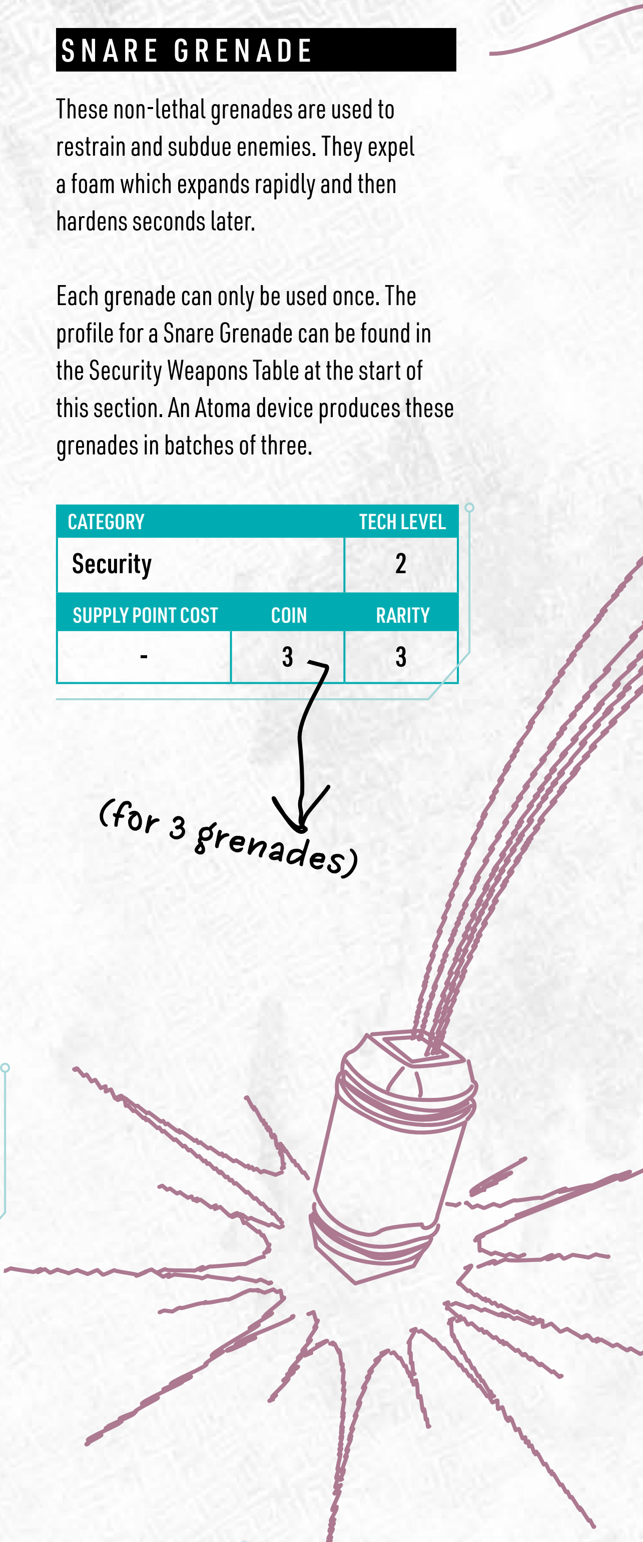
SNARE GRENADE

These non-lethal grenades are used to restrain and subdue enemies. They expel a foam which expands rapidly and then hardens seconds later.

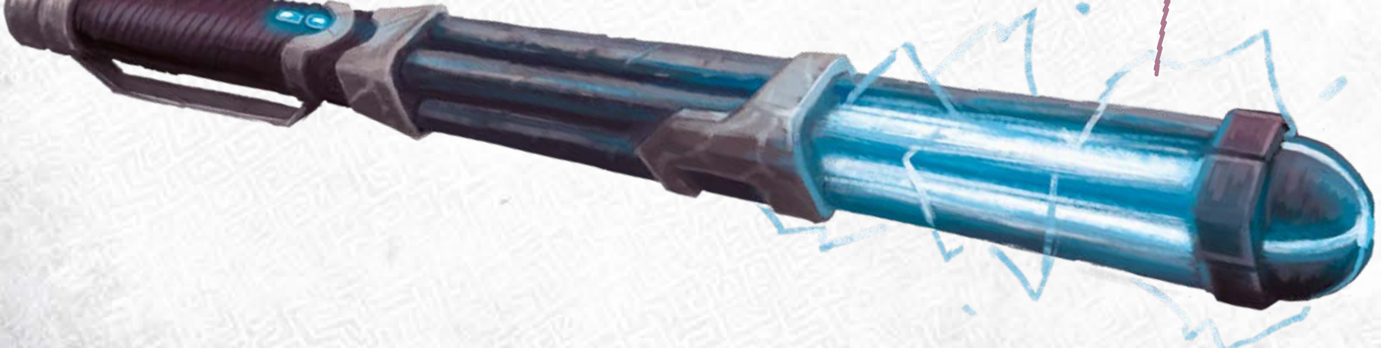
Each grenade can only be used once. The profile for a Snare Grenade can be found in the Security Weapons Table at the start of this section. An Atoma device produces these grenades in batches of three.

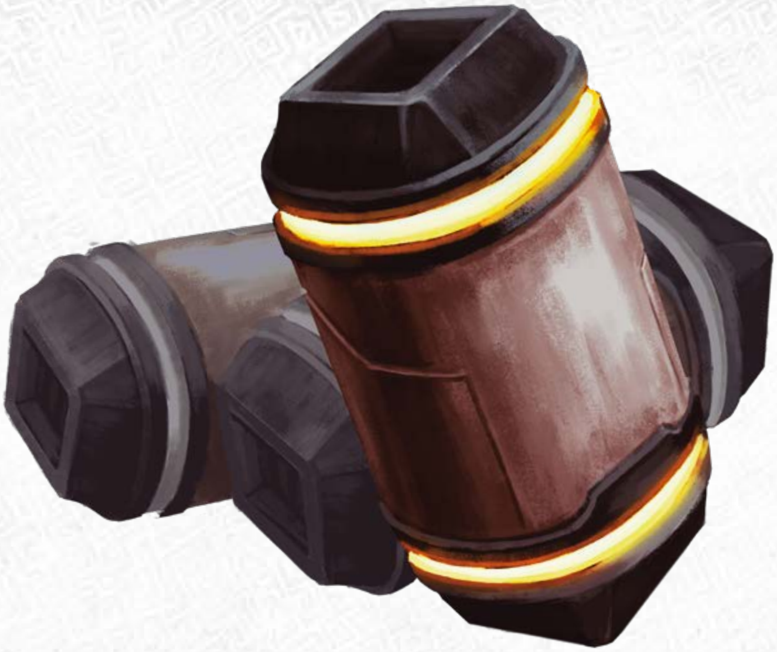
CATEGORY		TECH LEVEL
Security		2
SUPPLY POINT COST	COIN	RARITY
-	3	3

(for 3 grenades)



This one looks very shocking to me!





STUN GRENADE

These non-lethal grenades produce a burst of intense light and loud noise to stun and disorient enemies. These are effects on multiple frequencies, and can affect machines as much as humans.

Each grenade can only be used once. The profile for a Stun Grenade can be found in the Security Weapons Table at the start of this section. An Atoma device produces these grenades in batches of three.

CATEGORY		TECH LEVEL
Security		**2**
SUPPLY POINT COST	COIN	RARITY
-	**3**	**3**

(for 3 grenades)

SPARK THROWER

A short-ranged weapon which projects a brief-but-intense electrical charge to injure and dissuade attackers. There are a number of different designs for the weapon, and many communities have their own versions.

The profile for a Spark Thrower can be found in the Hand-Made Weapons Table at the start of this section. A Spark Thrower is a *powered* weapon, which recharges after a Break rest.

CATEGORY		TECH LEVEL
Hand-Made		**3**
SUPPLY POINT COST	COIN	RARITY
3	**3**	**2**

SPEAR

A sharpened metal spike or blade affixed to a long haft. Spears are one of the oldest and most common forms of weapon ever devised by humans; they're relatively easy and take relatively few resources to make, and require only a small amount of training to teach someone how to wield them.

The profile for a Spear can be found in the Hand-Made Weapons Table at the start of this section.

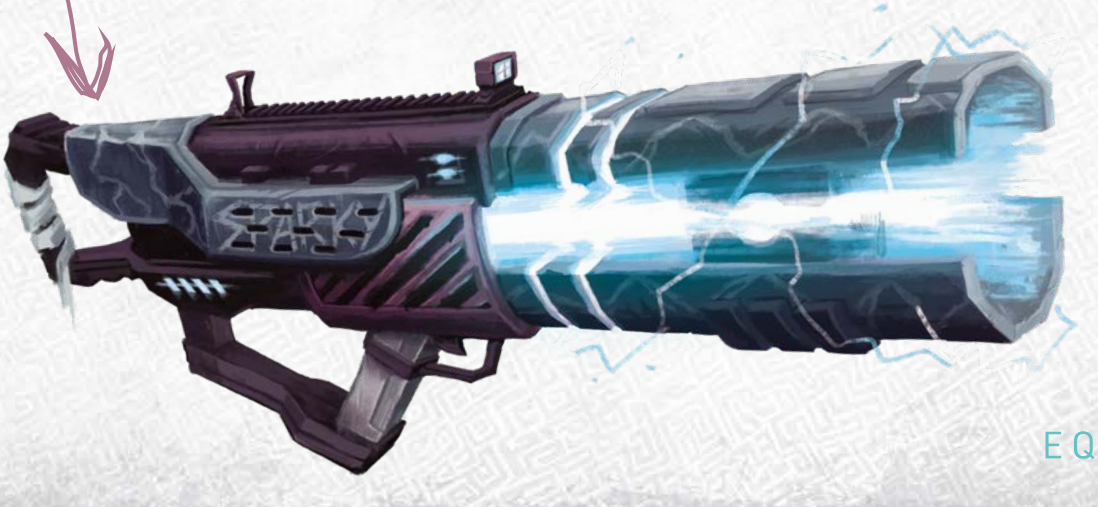
CATEGORY		TECH LEVEL
Hand-Made		**1**
SUPPLY POINT COST	COIN	RARITY
1	**1**	**1**

SWORD

Swords have existed in most human cultures for thousands of years. This form is likely made of salvaged materials, repurposed, and honed to a sharp edge or stabbing point.

The profile for a Sword can be found in the Hand-Made Weapons Table at the start of this section.

CATEGORY		TECH LEVEL
Hand-Made		**2**
SUPPLY POINT COST	COIN	RARITY
-	**2**	**2**



THERMAL BLADE

This weapon appears to be an unusual form of sword, spear, or another cutting melee weapon. When activated, however, the blade heats up considerably, allowing it to cut and melt through harder substances and even armor plating. The heating elements on the blade glow when in use, though shielding technology in the hilt means that the heat doesn't affect the user or anyone not within a centimeter or so of the blade's edge.

The profile for the Thermal Blade can be found in the Military Weapons Table at the start of this section. A Thermal Blade is a *powered* weapon, which recharges after a Bed rest.

CATEGORY		TECH LEVEL
Military		4
SUPPLY POINT COST	COIN	RARITY
-	6	3

THERMAL STAFF

A long staff, scepter, or rod with a heating element at the tip, which glows when in use, though shielding technology in the staff means that the heat doesn't affect the user. The staff can be used to generate light and heat, to ignite flammable materials, to illuminate an area or to send a signal, and in extremes can be heated to temperatures intense enough to melt through dense armor plating.

The profile for the Thermal Staff can be found in the Security Weapons Table at the start of this section. A Thermal Staff is a *powered* weapon, which recharges after a Break rest.

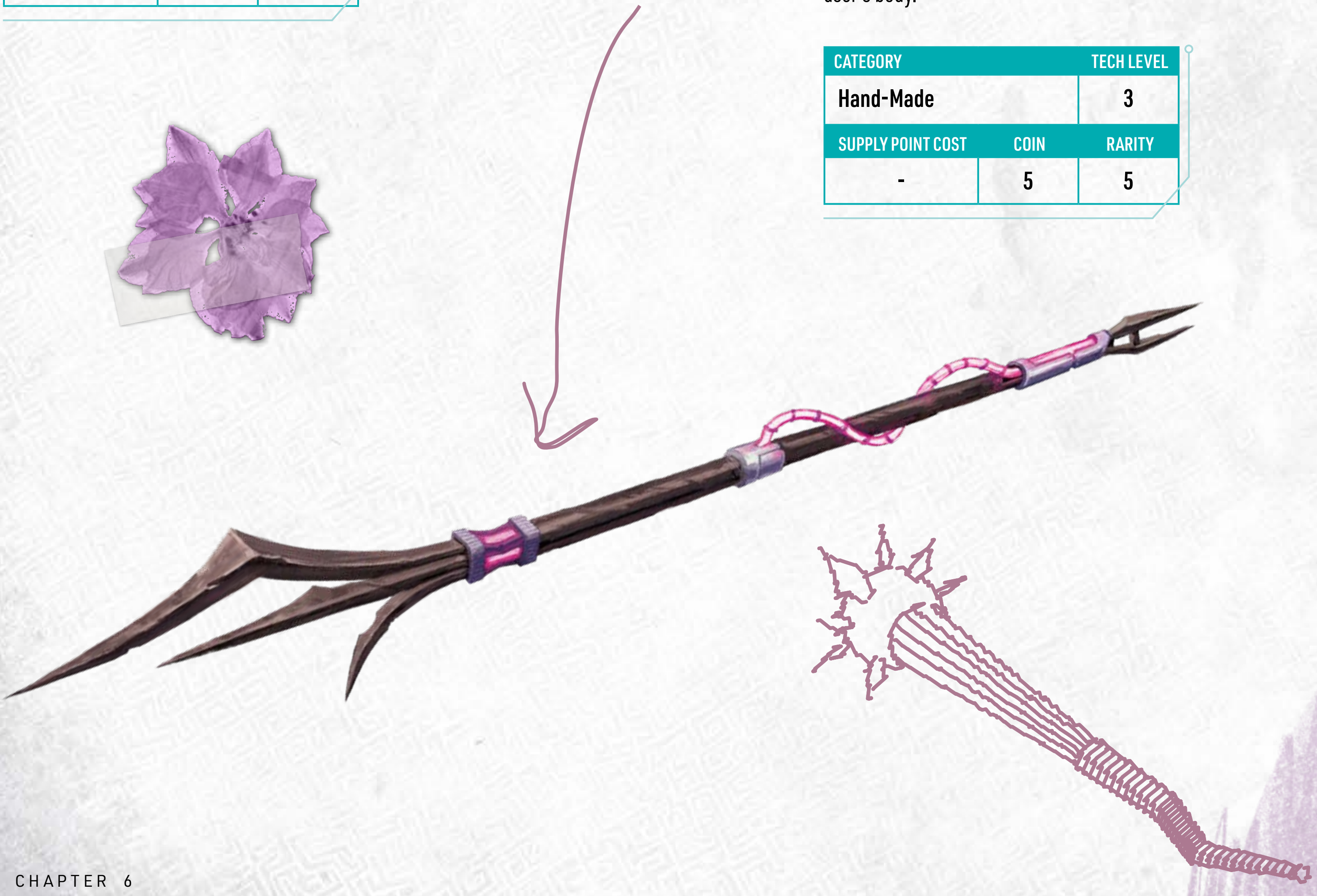
CATEGORY		TECH LEVEL
Security		4
SUPPLY POINT COST	COIN	RARITY
-	4	3

THRALL SPEARS

The long hooked or barbed spears carried by Thralls. These cruel weapons are rarely found outside the hands of a Thrall. Many Thralls carry ordinary spears in this design, but more advanced forms have occasionally been identified. Some versions have a monomolecular edge that cuts more easily than any blade manufactured without machine assistance, and others contain strange electro-conductive elements, similar to an Electrospear, but designed to draw upon implants in the wielder's body. These Thrall 'Electrospears' can be used in melee but can also discharge a short-ranged electrical shock.

The profile for Thrall Spears can be found in the Security Weapons Table at the start of this section. Thrall Electrospears are *powered* weapons, but they do not recharge normally: they draw power from the user's body.

CATEGORY		TECH LEVEL
Hand-Made		3
SUPPLY POINT COST	COIN	RARITY
-	5	5

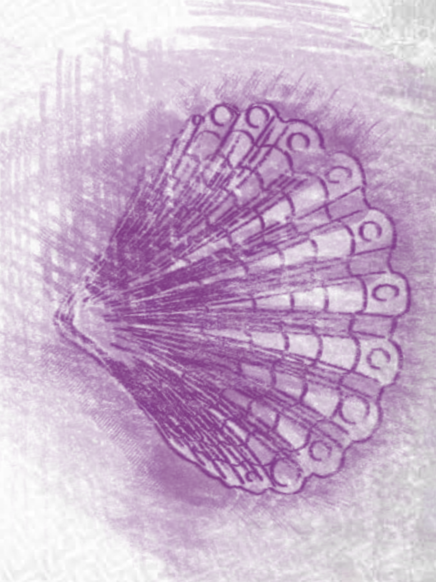


ARMOR

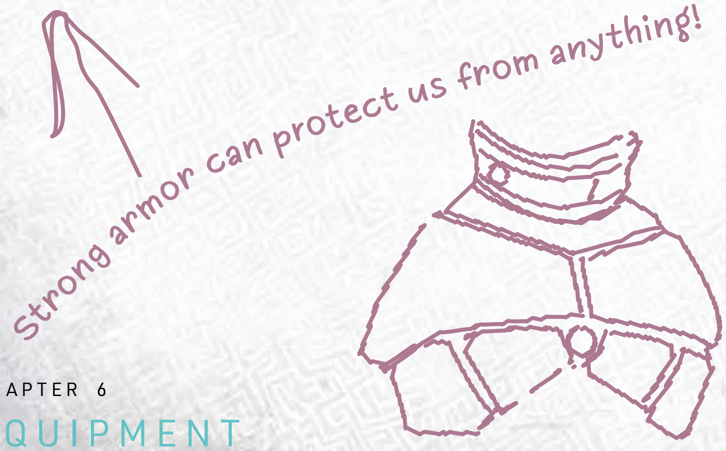
Armor in ***Dreams and Machines*** provides protection by making it easier to avoid Injury. Armor has a protection rating. When a character would suffer an Injury, the cost to avoid that Injury is reduced by an amount equal to the protection rating.

Additionally, if you're wearing armor, you may sacrifice the armor to avoid an Injury. You are defeated, but suffer no Injury. The armor you're wearing is destroyed, and will provide no protection. NPCs cannot use this option.

- **Qualities:** Some armor may have other qualities. These will be described after all other details of the weapon, but they are mainly descriptive tags which serve as prompts for the GM or hooks for other mechanics. Common qualities include:
- **Bulky:** The armor is heavy and can impede your movement. The GM may spend 1 Threat to add +1 Difficulty when you make **Quickness** (**Move**) tests while wearing this armor.
- **Powered:** This functions as any other *powered* item. When powered armor has been discharged, the armor gains the **Bulky** quality (above).
- **Mobile:** The armor is designed to allow for maximum mobility. When you spend Spirit to re-roll a d20 on a Skill Test using the **Move** skill, each point of Spirit spent allows you to re-roll two d20s rather than one.
- **Handy:** The armor is covered in pockets, pouches, and attachment points for tools that make it especially useful. Your maximum Supply Points are increased by +2 while wearing this armor.
- **Environment:** The armor can be sealed to filter out dangerous environmental conditions, such as gas, toxic dust, smoke, chemical fumes, and similar. The Difficulty of any Skill Tests to avoid or resist hazards caused by these environmental conditions is reduced by 1. If the armor is *powered*, the Difficulty is reduced by 2 instead.
- **Scary:** The armor is powerful, overkill against any but the deadliest foes, and wearing it will affect how people react to you both in and out of combat.



NAME	CATEGORY	TECH LEVEL	RARITY	COST	PROTECTION	PROTECTION (BREAKER)	QUALITIES
Combat Armor	Security	3	3	5	4	2	Bulky, Scary
Combat Armor	Security	4	4	6	5	3	Bulky, Scary
Environment Suit	Industrial	2	2	3	1	0	Bulky, Environment
Environment Suit	Industrial	3	3	4	2	0	Powered (Break), Environment
Heavy Armor	Military	3	4	6	5	3	Environment, Powered (Bed), Scary
Heavy Armor	Military	4	5	7	6	3	Environment, Powered (Bed), Scary
Heavy Protective Gear	Industrial	3	4	4	3	0	Bulky, Environment, Handy
Heavy Protective Gear	Industrial	4	5	5	4	0	Bulky, Environment, Handy
Light Armor	Security	2	3	3	2	1	Handy
Light Armor	Security	3	4	4	3	2	Handy
Protective Clothing	Domestic	2	2	2	1	0	Mobile
Protective Clothing	Domestic	3	3	3	2	0	Mobile
Salvage Armor	Hand-Made	1	2	1	1	1	
Salvage Armor	Hand-Made	2	2	2	2	1	


Strong armor can protect us from anything!

COMBAT ARMOR

CATEGORY	TECH LEVEL	COIN	RARITY
Security	3	5	3

CATEGORY	TECH LEVEL	COIN	RARITY
Security	4	6	4

In the years before the war, due to the prevalence of directed energy weapons, the typical forms of combat armor were normally made of hard polymer plates over a heat-resistant, electrically-insulated flexible bodysuit. This armor, while bulky and sometimes cumbersome, provides excellent protection against most weapons; someone wearing it is often assumed to be a person looking for trouble.

Tech Level 3 Combat Armor is Armor which provides Protection of 4. Tech Level 4 Combat Armor provides Protection 5 instead. In either case, this Protection is reduced to half (rounding up) by attacks with the *breaker* keyword. The armor is *bulky* and *scary*.

ENVIRONMENT SUIT

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	2	3	2

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	3	4	3

Sealed suits with air filters, designed to protect against contaminated atmospheres – environments filled with toxic gas or dust, with radiation, smoke, hazardous fumes, and similar dangers. They provide relatively little physical protection, but are useful for avoiding the worst of toxic environments, so they're prized by Grabbers and other explorers. More advanced versions have powered filter pumps that are far more effective.

Tech Level 2 Environment Suits are Armor which provide Protection of 1. Tech Level 3 Environment Suits provide Protection 2 instead. In either case, this Protection is reduced to 0 by attacks with the *breaker* keyword. The armor has the *environment* keyword. The Tech Level 2 version is *bulky*, while the Tech Level 3 version is *powered*, and recharges after a Break rest.

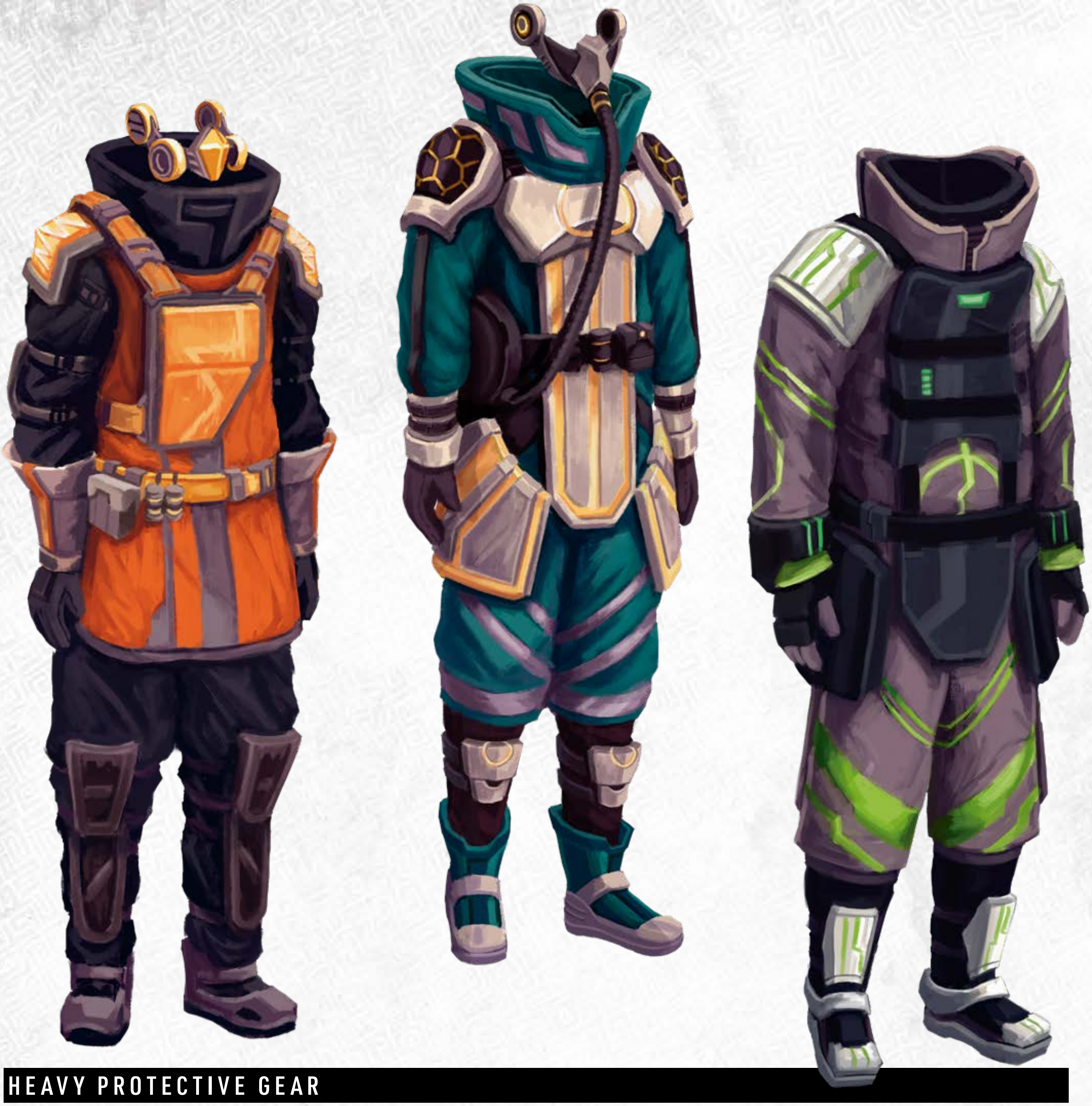
HEAVY ARMOR

CATEGORY	TECH LEVEL	COIN	RARITY
Military	3	6	4

CATEGORY	TECH LEVEL	COIN	RARITY
Military	4	7	5

A bulky suit of hard combat armor, worn over a padded undersuit. The armor plates and ablative layers are reinforced by a nanotech self-repair mechanism that allows the armor to remain effective even during intensive combat. The armor contains servomotors to assist the wearer with movement, and the Tech Level 4 version even contains limited anti-grav suspensors designed to offset the weight of the armor, granting enhanced mobility. Someone wearing heavy armor is expecting heavy fighting, and is best avoided.

Tech Level 3 Heavy Armor is Armor which provides Protection of 5. Tech Level 4 Combat Armor provides Protection 6 instead. In either case, this Protection is reduced to half (rounding up) by attacks with the *breaker* keyword. Heavy Armor is a *powered* item, which recharges after a Bed rest. It is also *scary*.



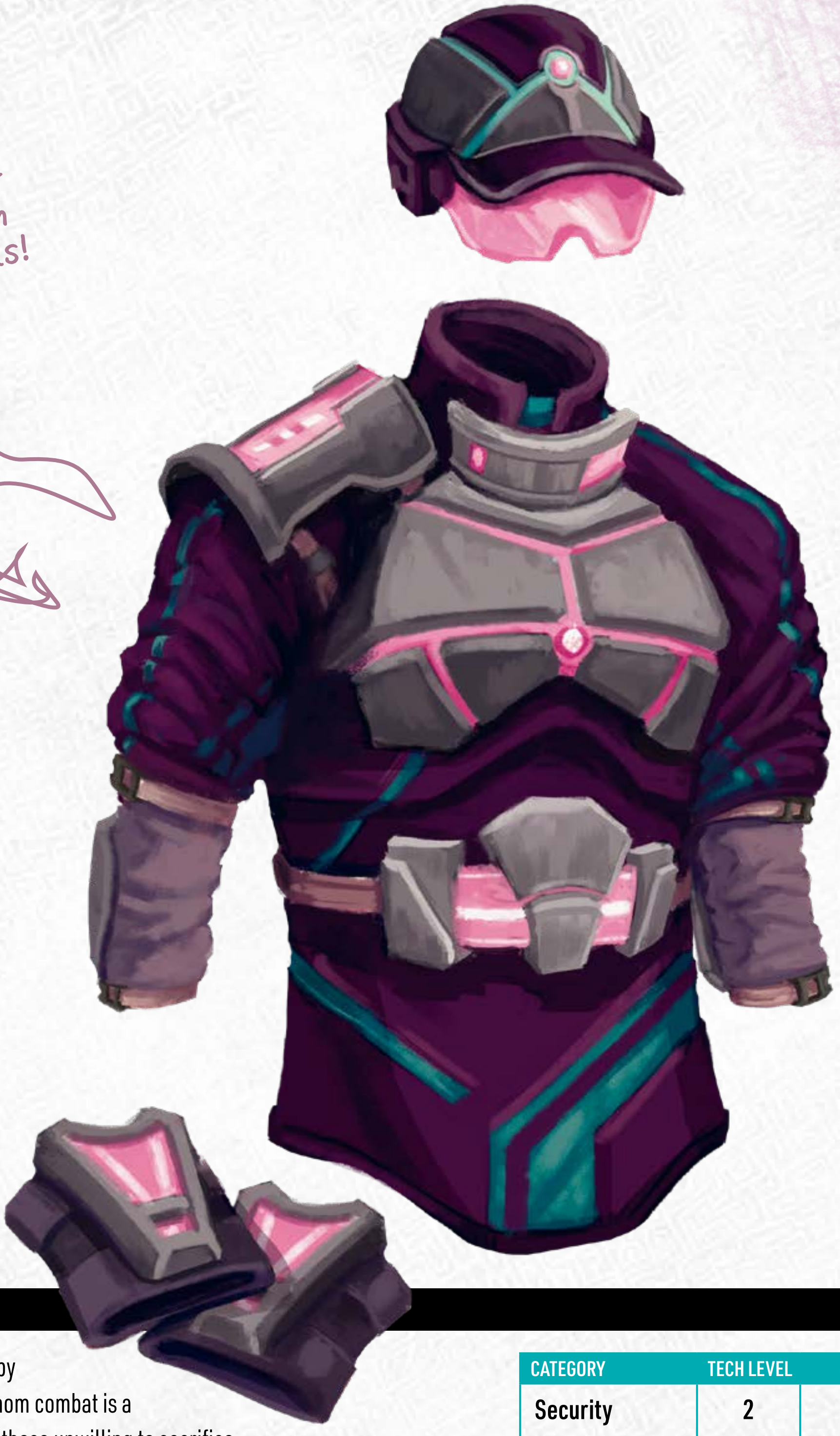
HEAVY PROTECTIVE GEAR

Heavy-duty industrial protective gear is designed to protect from exposure to dangerous conditions, such as exposure to chemicals, radiation, electrical discharges, and blunt force trauma or lacerations from heavy machinery. Higher Tech Level versions use lighter, more durable materials.

Tech Level 3 Heavy Protective Gear is Armor which provides Protection of 3. Tech Level 4 Heavy Protective Gear provides Protection 4 instead. In either case, this Protection is ignored by attacks with the *breaker* keyword. Heavy Protective Gear is *bulky* and *handy*.

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	3	4	4

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	4	5	5



I have one
a bit like this for
protection from
the nasty Thralls!

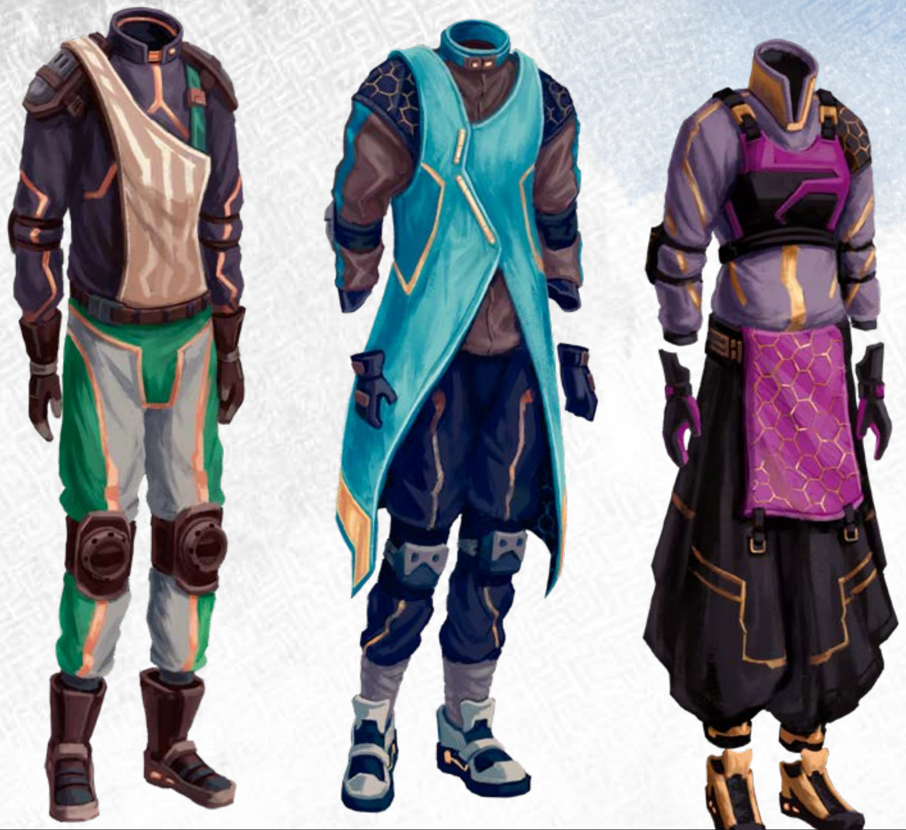
LIGHT ARMOR

Light armor was typically worn by security personnel, those for whom combat is a risk, but not guaranteed, and by those unwilling to sacrifice mobility for protection. Light armor is commonly covered in pouches, belts, and other fixtures for carrying tools and other equipment.

CATEGORY	TECH LEVEL	COIN	RARITY
Security	2	3	3

CATEGORY	TECH LEVEL	COIN	RARITY
Security	3	4	4

Tech Level 2 Light Armor is Armor which provides Protection of 2. Tech Level 3 Light Armor provides Protection 3 instead. In either case, this Protection is reduced to half (rounding up) by attacks with the *breaker* keyword. Light Armor is *handy*.



I think shells
are a bit like
Armor for fishies!

PROTECTIVE CLOTHING

This represents clothing or personal protective equipment used to protect the wearer against minor injuries and reduce the effect of more serious injuries. It commonly consists of padding or lightweight plastic or polymer foam, and was used by those riding bikes or motorcycles, and by some kinds of athletes. Higher Tech Level versions use lighter, more durable materials. Protective clothing allows for a considerable range of motion and easy mobility while providing protection.

Tech Level 2 Protective Clothing is Armor which provides Protection of 1. Tech Level 3 Protective Clothing provides Protection 2 instead. In either case, this Protection is ignored by attacks with the *breaker* keyword. Protective clothing is *mobile*.

CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	2	2	2

CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	3	3	3

SALVAGE ARMOR

Collections of durable materials fastened together or to clothing can serve as basic protection. While still shaped and somewhat fitted to the wearer, much of this is made up of scrap metals, plastics, and other discarded materials. Tech Level 2 versions can shape and bond these materials together more effectively, making better armor overall.

Tech Level 1 Salvage Armor is Armor which provides Protection of 1. Tech Level 2 Salvage Armor provides Protection 2 instead. In either case, this Protection is halved (rounding up) by attacks with the *breaker* keyword.

CATEGORY	TECH LEVEL	COIN	RARITY
Hand-Made	1	1	2

CATEGORY	TECH LEVEL	COIN	RARITY
Hand-Made	2	2	2

TOOLS AND EQUIPMENT

ITEM	CATEGORY	TECH LEVEL	COST	RARITY
Bicycle	Domestic	2	6	1
Binoculars	Domestic	2	2	2
Binoculars	Security	3	4	3
Bolt Cutters	Industrial	1	2	2
Bypass Kit	Security	4	5	4
Climbing Gear	Industrial	2	3	2
Combat Automed (worn under Armor)	Military	5	6	5
Combat Medkit	Military	4	6	5
Communicator	Domestic	3	3	2
Covert Cloak	Security	4	5	4
Data Storage Device	Domestic	3	3	3
Demolitions Kit	Military	5	6	5
Emergency Trauma Kit	Industrial	4	6	4
Fire Suppression Kit	Industrial	3	4	4
First Aid Kit	Domestic	2, 3, or 4	2, 3, or 4	2
Food and Water (1 day)	Domestic	1	1	1
Hand Scanner	Security	4	5	4
Heavy Vehicle Components	Industrial	3	5	3
Illuminator	Domestic	3	2	1
Inductive Charger	Domestic	3	3	2
Inductive Charger, Industrial	Industrial	4	5	4
Industrial Plasma Cutter	Industrial	4	5	4
Light Vehicle Components	Industrial	3	3	3
Medical Kit	Industrial	3 or 4	4 or 5	4
Medium Vehicle Components	Industrial	3	4	3
Nanogram Controller	Industrial	4	5	3
Privacy Cloak	Security	4	5	4
Restraints	Security	1	2	3
Rope (20m)	Domestic	1	1	1
Short-ranged Digital Communicator Hub	Miscellaneous	4	6	4
Stylus	Domestic	4	3	2
Surveillance Kit	Security	3	4	4
Survival Kit	Industrial	2 or 3	3 or 4	2 or 4
Synth Rope (20m)	Domestic	2	2	2
Tactical Lens	Military	4	6	4
Toolkit	Domestic	1, 2, or 3	1, 2, or 3	1, 2, or 3
Underwater Breathing Apparatus	Industrial	3	4	3
Weaver Lens	Domestic	4	4	3
Wireless Computer Hub	Miscellaneous	5	7	4

BICYCLE

A simple, muscle powered vehicle. Useful for covering ground quickly, but risky to use in dense terrain. Unpowered bicycles became more common after the War to allow people to travel more quickly between distant communities.

CATEGORY	TECH LEVEL	COIN	RARITY
Hand-Made	2	6	1

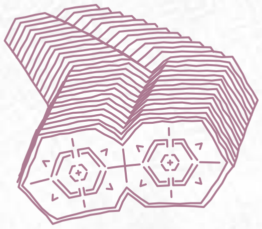
BINOCULARS

A device that magnifies images of distant objects, allowing the user to pick out details more easily. Higher tech level versions incorporate additional functions, such as a rangefinder to provide an accurate distance to the target, as well as night vision and thermal imaging for finding targets in dark or obscured conditions.

CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	2	2	2

CATEGORY	TECH LEVEL	COIN	RARITY
Security	3	4	3

Using binoculars reduces the Difficulty of Skill Tests by 1 when observing or studying details of distant objects, creatures, or places. A Tech Level 3 set of binoculars also allows the user to ignore Difficulty increases from darkness, smoke, dust clouds, and similar obscuring factors.



I wonder if I can invent some binoculars that can see around corners?

BOLT CUTTERS

A heavy-duty set of shears or scissors, designed for cutting through metal bolts, cables, and other solid fastenings. Also useful for breaking heavy physical locks or cutting away damaged sections of vehicles and similar in an emergency.

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	1	2	2

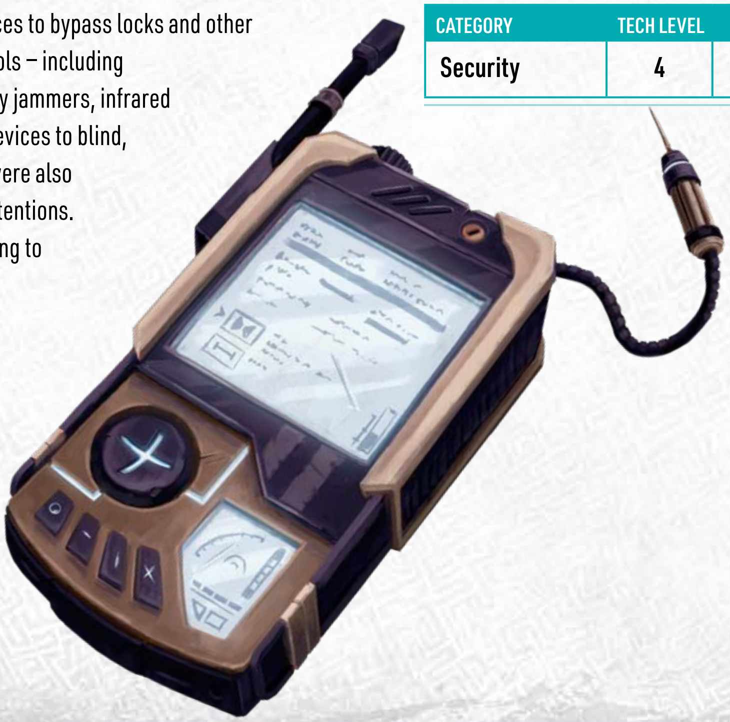
This allows a character to break heavy metal fastenings and similar objects with a **Might (Operate)** Skill Test.

BYPASS KIT

Once used by security and emergency services to bypass locks and other security systems in an emergency, these tools – including electromagnetic scramblers, radio frequency jammers, infrared dazzlers, nanotech lockpicks, and similar devices to blind, overwhelm, or confuse security systems – were also extremely useful to those with more illicit intentions. Today, they're a valuable tool for anyone trying to get into secured sections of ancient ruins.

CATEGORY	TECH LEVEL	COIN	RARITY
Security	4	5	4

A bypass kit allows a character to attempt a Skill Test to unlock a locked door or disable a security system.
A bypass kit is a *powered* device which recharges after a Break rest.



CLIMBING GEAR

CATEGORY		TECH LEVEL
Industrial		3
SUPPLY POINT COST	**COIN**	**RARITY**
3	4	2

A collection of tools and devices to aid in climbing sheer surfaces, mountains, cliffs, and collapsing ruins. It contains a sturdy climbing axe, several pitons that can be wedged into cracks, a length of synth-rope, and a pair of grip-gloves that enhance the wearer's grip and allow them to hold on to objects and surfaces more effectively.

These reduce the Difficulty of all **Might (Move)** tests to climb by 1 and allow a character to attempt a Skill Test to climb surfaces that might not be possible to climb otherwise.

COMBAT AUTOMED

CATEGORY	TECH LEVEL	COIN	RARITY
Military	5	6	5

A collection of linked sensors and automated medical devices designed to be worn under armor. These respond to significant changes in the wearer's vital signs and administer aid immediately upon detecting an Injury.

A Combat Automed operates automatically. When the wearer suffers an Injury, the Automed immediately discharges its power supply, and treats that Injury immediately. The wearer may then add +1 to Threat to self-revive and cease being defeated. A Combat Automed is *powered* and recharges after a Break rest.

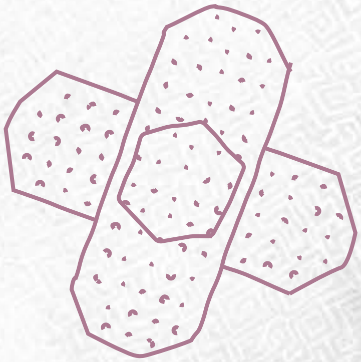
A Weaver with an Interface Lens can override the automated processes of a Combat Automed, and remotely operate them as if they were an Emergency Trauma Kit.

COMBAT MEDKIT

CATEGORY	TECH LEVEL	COIN	RARITY
Military	4	6	5

A collection of tools and supplies for patching up injuries, specialized to help patch up soldiers injured during combat. The main tool is a wand-like device which uses nanotech to seal wounds and stimulate natural healing processes, along with a number of modular attachments that help dealing with specific types of combat injury, and which are capable of stimulating adrenaline production to get a wounded soldier back on their feet fast.

A Combat Medkit allows a character to treat Injuries a character has suffered, as well as providing the means to provide longer-term care to heal treated injuries. Further, when used to treat an Injury, the user may spend 1 Momentum to immediately wake a defeated character, allowing them to act once more. A Combat Medkit can treat Injuries with a damage rating of up to 6. Combat Medkits are *powered* and recharge after a Break rest.



COMMUNICATOR

CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	3	3	2

A small electronic device – small enough to fit into the palm of the hand – which can send and receive digital radio signals over a distance. With no communications infrastructure available, these signals only work over a limited distance, no more than a kilometer, and are often interrupted by terrain like hills.

Two or more of these devices touched together will pair them, so that they send and receive on the same frequency. They can send and receive audio, still images, video, and text, and can read such information from a linked data storage device (below), but they have very little storage capacity themselves.

However, radio signals are risky, and digital ones especially so, for they could be detected by Wakers. Each time a message is sent using a Communicator, add 1 to Threat. Communicators are *powered*, and recharge after a Break rest, but there are very few situations where a communicator would need to use all its power all at once.

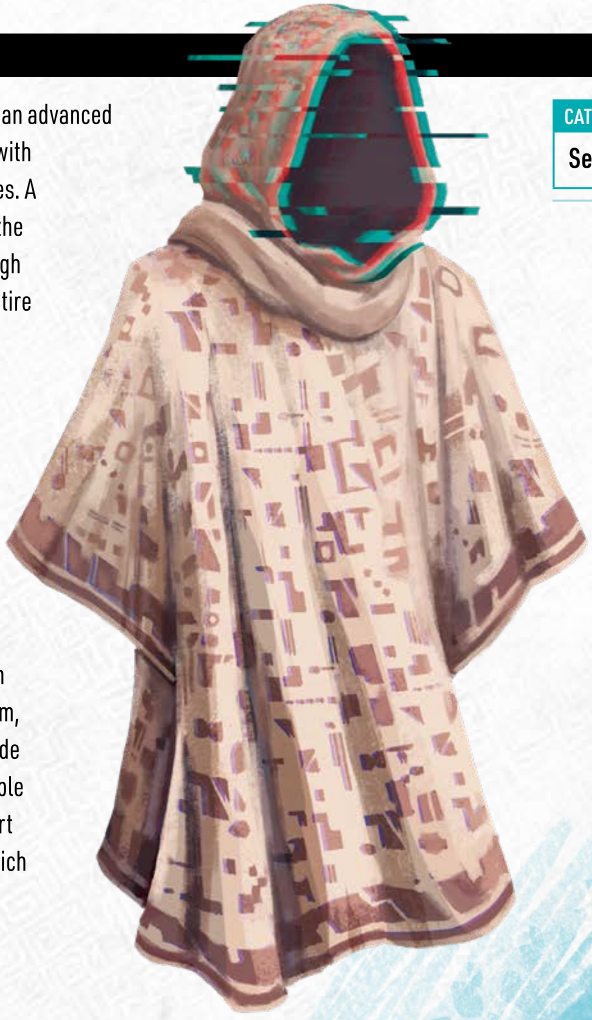
TESTING
TESTING
123

COVERT CLOAK

CATEGORY	TECH LEVEL	COIN	RARITY
Security	4	5	4

A long, hooded cloak made of an advanced metallic polymer, embedded with pigment-shifting nanoparticles. A kinetic battery is mounted in the clasp. The cloak is large enough that it can cover a person's entire body. When active, the cloak shifts color to blend in with the surroundings, absorbs the wearer's body heat, and diffuses and refracts active sensors.

A Covert Cloak adds +1 success to the wearer's Skill Tests in an opposed Test when an enemy is searching for them, and it allows a character to hide even without any other available cover or concealment. A covert cloak is a *powered* device, which recharges after a Break rest.



Wow that sounds like MAGIC

DATA STORAGE DEVICE

CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	3	3	3

These tiny devices can store large amounts of data from computer systems and similar devices. Most are short, blank oval or rectangular devices about the size of a human thumb, and the term "thumb drive" has been used to describe them for as long as anyone can remember. Most will magnetically fasten to the outer case of a computer, connecting to the computer in the process, at which point data can be transferred to or from the storage device. A Weaver with a reader lens can allow a user to see a list of the contents – file names, types of data, and so forth – and can normally move data to and from a storage device more easily than a non-Weaver.

Data Storage Devices are *powered*, and recharge after a Break rest, but there are very few situations where it would need to use all its power all at once. The data stored within remains intact while recharging but cannot be accessed.

DEMOLITIONS KIT

CATEGORY	TECH LEVEL	COIN	RARITY
Military	5	6	5

A case containing a micro-fabricator and a collection of scanners, designed for carrying out demolitions work. The scanners can survey a standing structure and detect weak points and load-bearing elements, as well as calculating the necessary explosive yield to place at each point to achieve the desired destruction. The fabricator then produces stable explosives fitted with detonators and serves as a remote detonator for these charges. The device also contains tools to defuse explosive charges.

This kit allows a character to make Skill Tests to create, plant, set, and disarm explosive charges. These will normally be **Insight (Operate)** tests. An explosive charge cannot easily be used during combat, as they need to be planted and set in place before they can be detonated. An explosive charge will inflict Injuries of *burned [x2] 5* to any character, creature, or vehicle within the same zone, though it only counts as a *breaker* attack against a target which the explosive is fixed to.

EMERGENCY TRAUMA KIT

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	4	5	4

An advanced set of medical tools for rapidly stabilizing serious injuries. It contains a diagnosis wand to scan the patient to determine the nature and extent of their injuries. This is designed to broadcast the information to a reader lens, making them difficult for non-Weavers to use. Once it has diagnosed the patient, a small assortment of nanotech tissue regenerators and similar devices allow broken bones to be fixed, burnt or torn flesh to be healed, and so forth.

An Emergency Trauma kit can completely heal any single Injury with a successful **Insight (Operate)** Test with a Difficulty equal to the Injury's damage rating -2. An Emergency Trauma Kit is *powered*, and recharges after a Bed rest. Due to the reliance on a reader lens, a non-Weaver attempting to use an Emergency Trauma Kit adds 1 to Threat.

FIRE SUPPRESSION KIT

A bulky cylinder affixed to a trigger unit, a fire suppression kit is designed to spray a fire with an extremely cold expanding foam which binds oxygen in the surrounding air, starving the fire of heat and oxygen, extinguishing it rapidly. The cylinder continually refills over time.

A Fire Suppression Kit allows a character to make a **Quickness (Operate)** Test to extinguish a fire; the Difficulty is determined by the size of the fire and how much fuel it has. A Fire Suppression Kit is *powered*, and recharges after a Bed rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	3	4	4

FIRST AID KIT

A collection of tools and supplies for patching up injuries. Versions exist at various tech levels, with different kinds of tools at each:

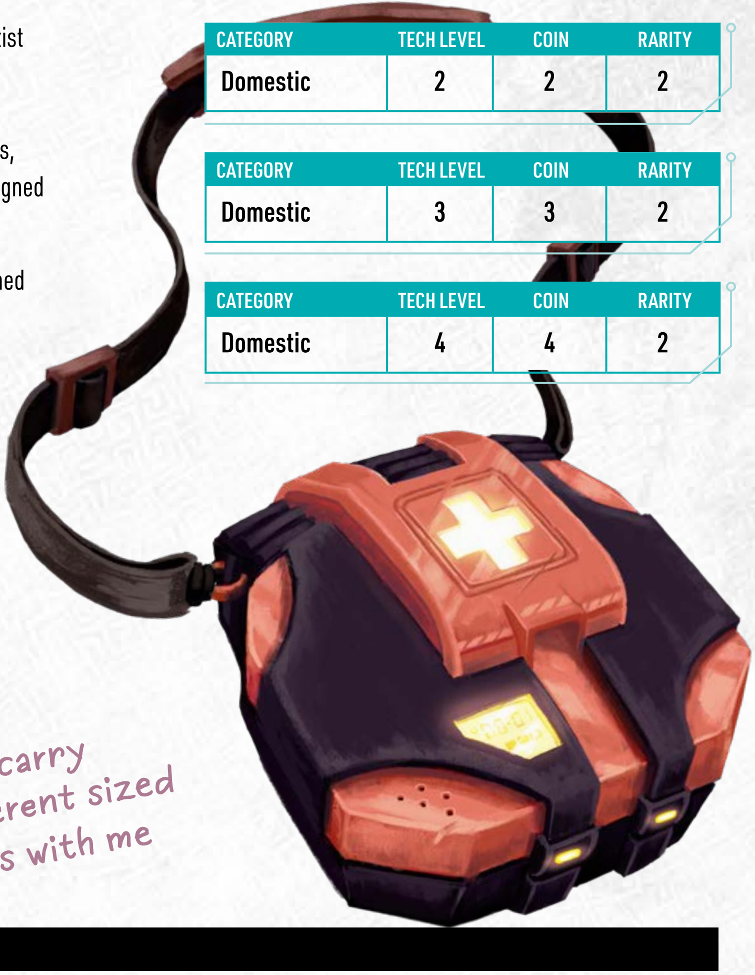
- **Tech Level 2:** Simple tools, such as bandages, dressings, sutures, antiseptics, adhesives to seal wounds, and secure bandages designed to fit snugly over wounds with minimal risk of coming loose.
- **Tech Level 3:** A digital diagnosis and assistant device and attached tools that dispense chemical treatments that form a seal over wounds and stimulate natural healing.
- **Tech Level 4:** The entire kit is contained within a single wand-like nanotech device which can reknit torn flesh and broken bone, soothe burned tissues, and ease pain.

A First Aid Kit allows a character to treat Injuries a character has suffered. A kit can treat Injuries with a cost of the kit's tech level +1. A Tech Level 2 kit can be used three times before the supplies are used up. Tech Level 3 and 4 kits are *powered* and recharge after a Break rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	2	2	2

CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	3	3	2

CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	4	4	2



I always like to carry
lots of different sized
plasters with me

FOOD AND WATER

Sufficient food and drink to sustain a single person for a single day. The specifics of this depend entirely on the source. Each community has their own traditional recipes, staples, and delicacies, and the kinds of food that are obtained for traveling are different to those which are traded to be cooked and prepared at home later.

Atoma-made food tends to be bland, but filling, delivered as a nutrient-dense ration brick that can be stored for months. Atomas can also produce bottles of pure water.

CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	1	1	1

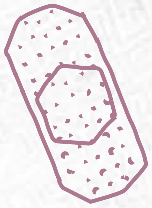
CATEGORY	TECH LEVEL	COIN	RARITY
Hand-Made	1	1	1

HAND SCANNER

CATEGORY	TECH LEVEL	COIN	RARITY
Security	4	5	4

A compact handheld or wrist-mounted device which can broadcast, receive, and analyze a variety of signals, allowing it to scan and study the environment in detailed ways that human eyesight alone cannot. They are invaluable for intensive, even forensic analysis of an area, and for finding secrets which would otherwise be undetectable. Hand scanners can interface with a reader lens, providing a detailed augmented-reality overlay of an environment, and thus they are often sought-after by Weavers.

A Hand Scanner reduces the Difficulty of any Skill Test to search or study an area, object, or person by 1, or allows a character to attempt to search for things which are not detectable by normal human sight, smell, hearing, etc. A hand scanner is a *powered* device, which recharges after a Break rest.



HEAVY VEHICLE COMPONENTS

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	3	5	3

Components to repair a large industrial cargo vehicle. This is not sufficient to construct a complete vehicle, but rather provides a kit of common spare and replacement parts to perform routine maintenance and repairs on a large vehicle. These are engine and propulsion components that typically wear out fastest, requiring routine replacement.

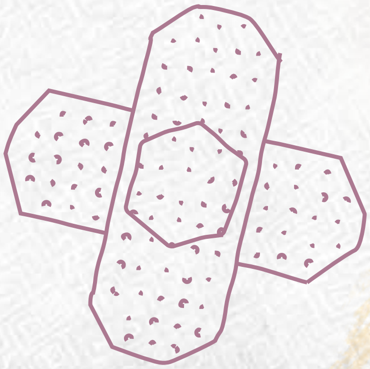
ILLUMINATOR

CATEGORY		TECH LEVEL
Domestic		3
SUPPLY POINT COST	**COIN**	**RARITY**
3	3	1

A simple device that shines a bright light over an area. These come in a variety of different forms and styles. They are relatively easy to assemble from spare parts, and simple enough that anyone can use them.

Illuminators are *powered*, but they cannot be discharged normally. They may still be discharged because of environmental effects, complications, or similar, but there's no real way to use an illuminator in such a way that the entire kinetic battery is emptied all at once. If discharged, they recharge after a Breather rest.

A character can always use an Illuminator regardless of their Tech Level.



INDUCTIVE CHARGER

CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	3	3	2

A small black disc or ring containing a kinetic battery, often with an illuminated rim, intended to transfer the charge of its own battery into another kinetic battery, reducing the time until the item is fully charged.

An Inductive Charger is a *powered* item which recharges after a Bed rest, but it doesn't do anything unless it is discharged. When discharged, it recharges a Powered (Breather) item as if the item had received a Breather rest. A Powered (Break) item will recharge during the next Breather. A Powered (Bed) item will recharge during the next Break.

INDUCTIVE CHARGER, INDUSTRIAL

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	4	5	4

A large box containing a heavy-duty kinetic battery, intended to transfer the charge of its own battery into another kinetic battery, reducing the time until the item is fully charged. These are much larger and have a much higher capacity than conventional inductive chargers, allowing them to charge more power-hungry items, or several smaller items. They're often mounted in the back of large vehicles or placed at the heart of a workplace where they can be easy accessed by people recharging their tools.

An industrial inductive charger is a *powered* item which recharges after a Bed rest, but it doesn't do anything unless it is discharged. When discharged, it recharges up to three Powered (Breather) items or up to one Powered (Break) item as if the items had received the appropriate rest. A Powered (Bed) rest will recharge during the next Breather.

INDUSTRIAL PLASMA CUTTER

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	4	5	4

A bulky device which produces a small, intense plasma beam that can cut through most substances. The device contains stabilizers to help the wielder hold the heavy device steady and make smooth cuts, but the size, weight, and the small cutting beam make industrial plasma cutters almost impossible to use as weapons. With a few minor adjustments, the beam can be diffused to function as a welder, melting two surfaces together, though this isn't as efficient.

An industrial plasma cutter allows the user to cut through solid objects with ease. Complex cuts, cuts through tough or resistant materials, welding, or hurried work, may require a **Quickness (Operate)** Skill Test. An industrial plasma cutter is *powered*, and recharges after a Bed rest.

This wristband is

GENIUS

LIGHT VEHICLE COMPONENTS

Components to repair a small civilian or commercial vehicle. This is not sufficient to construct a complete vehicle, but rather provides a kit of common spare and replacement parts to perform routine maintenance and repairs on a small vehicle. These are engine and propulsion components that typically wear out fastest, requiring routine replacement.

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	3	3	3

MEDICAL KIT

A collection of tools and supplies for patching up injuries. Versions exist at various tech levels, with different kinds of tools at each, similar to first aid kits but with a wider range of supplies and tools.

A Medical Kit allows a character to treat Injuries a character has suffered, as well as providing the means to provide longer-term care to heal treated injuries. A kit can treat Injuries with a damage rating of the kit's Tech Level +1. Medical kits are *powered* and recharge after a Breather rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	3	4	4

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	4	5	4

MEDIUM VEHICLE COMPONENTS

Components to repair a medium civilian or commercial vehicle. This is not sufficient to construct a complete vehicle, but rather provides a kit of common spare and replacement parts to perform routine maintenance and repairs on a medium vehicle. These are engine and propulsion components that typically wear out fastest, requiring routine replacement.

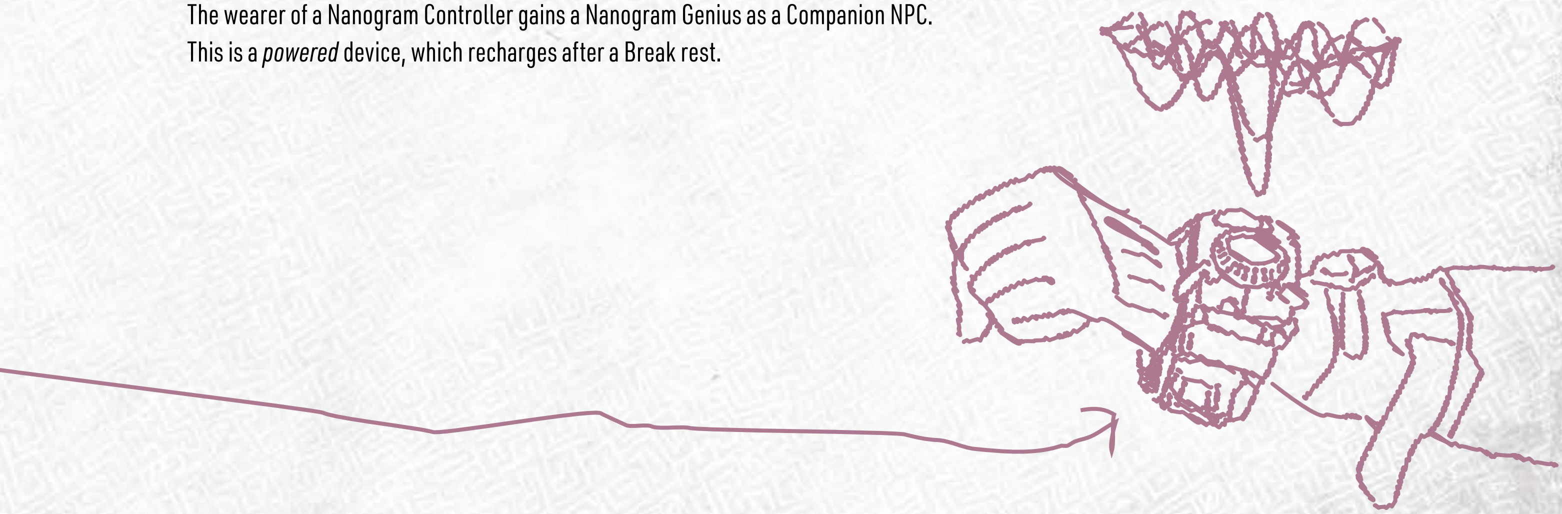
CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	3	4	3

NANOGRAM CONTROLLER

A small metallic wristband, bracelet, watch, or cuff, which acts as the housing and charging unit for a nanogram swarm. When not in use, the nanogram swarm resides within a compartment within the device, charging from an internal kinetic battery.

The wearer of a Nanogram Controller gains a Nanogram Genius as a Companion NPC. This is a *powered* device, which recharges after a Break rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	4	5	3



PRIVACY CLOAK

Looking almost like an umbrella without any canopy stretched between the ribs, a privacy cloak is an ingenious piece of technology. Once the central rod has been extended and the ribs unfolded, it projects a thin energy barrier – large enough for two people to stand close together within it – which is nearly opaque and entirely soundproof from the outside, preventing anyone outside from seeing or hearing into the space. Those within can still see and hear outside of it. The field lasts for no more than five minutes, after which the device's battery is drained. The device recharges after a Bed rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Security	4	5	4

You cannot see meee!

RESTRAINTS

A pair of lockable metal bracelets linked by a short chain or cable. A key or other means of unlocking the restraints is included with any set of restraints produced by an Atoma, though sets of restraints found in the ruins may have been separated from their keys long ago. A new key can normally be fashioned by spending 1 Supply Point.

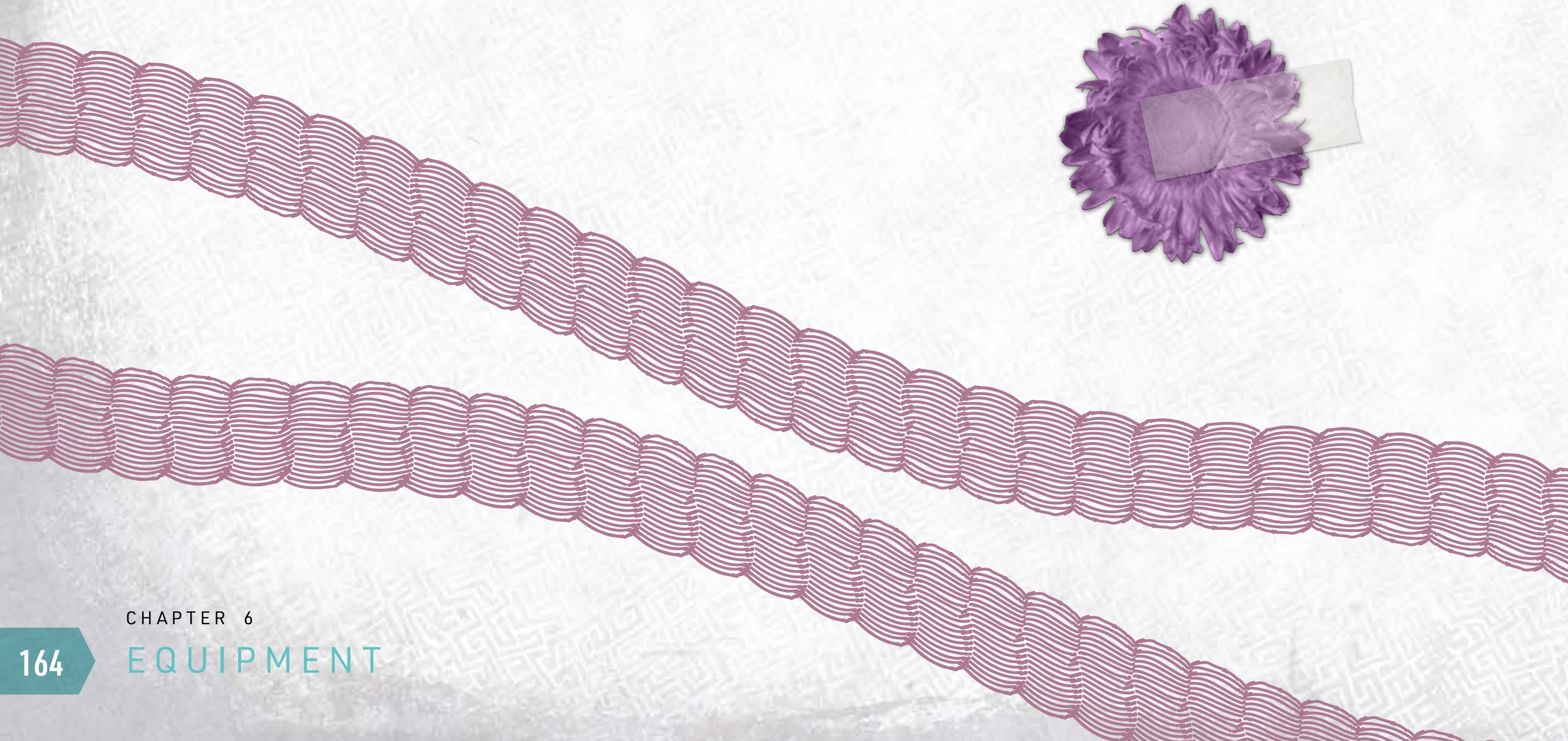
A character wearing restraints has their hands bound closely together (in front of them or behind them, at the discretion of the character applying the restraints) and finds their physical actions impaired. It requires a **Might (Survive)** Test with a Difficulty of 4 to break restraints while wearing them.

CATEGORY	TECH LEVEL	COIN	RARITY
Security	1	2	3

ROPE

A tightly-woven bundle of strands made from natural fibers. Normally produced in 20 meter lengths. The strands are twisted and braided together to increase the rope's effectiveness and durability.

CATEGORY	TECH LEVEL	COIN	RARITY
Hand-Made	1	1	1



SHORT-RANGED DIGITAL COMMUNICATOR HUB

CATEGORY	TECH LEVEL	COIN	RARITY
Miscellany	4	6	4

While portable communicators are useful, they were designed to connect to a much larger communications network that stretched further than any modern Everan has ever traveled. This network no longer exists, however, having been destroyed during the war. Still, for more local communication needs, scavengers occasionally find short-ranged communication hubs, which combine an antenna and signal-processing systems to connect together numerous communicators.

The communicator hub can connect to communicators up to 10 kilometers away (limited by terrain – a hub in the middle of a valley will be limited by surrounding hills), and any communicator linked to the hub can communicate with any other communicator linked to it. Individual communicators are assigned an ID – a name or number – to speed up connecting to specific people.

A communicator hub is *powered* and must be connected to a persistent power source – a generator of some sort. It cannot recharge on its own.

Helllooooooo

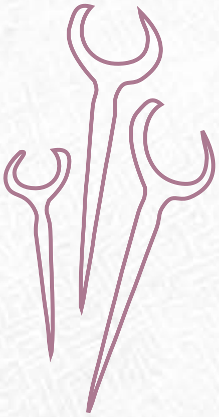
STYLUS

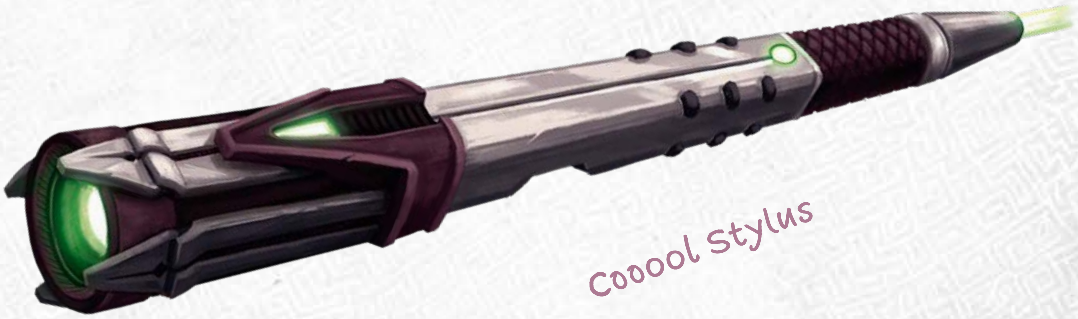
CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	4	3	2

The humble Stylus is a slim gray or black metallic cylinder somewhat longer than a person's middle finger, which can apply a durable nanometer-thick layer of pigment of any color to any surface quickly and precisely. This pigment layer is normally set to degrade over time – usually 24 or 48 hours – but can be set to last far longer, and the Stylus can erase the pigment as desired. Even aside from their use with GLIFs, they're useful for coloring clothing and decorating dwellings, leaving messages for others, marking resource claims or highlighting hazards in the wilds and the ruins, and a variety of other incidental uses.

A Stylus is powered by a tiny kinetic battery cell, and essentially never runs out of pigment, meaning that it continues functioning basically forever. While not abundant, it isn't uncommon to find them in the ruins of the old cities, and most large communities and nomadic groups are likely to have one or two available, particularly Archivist enclaves who use these devices to mark GLIFs.

A Stylus can be used by any character, regardless of Tech Level, as their controls are designed to be as simple and intuitive as possible.





SURVEILLANCE KIT

CATEGORY	TECH LEVEL	COIN	RARITY
Security	3	4	4

A storage case containing an assortment of devices useful for covertly observing a location. This consists of several small cameras and microphones, all of which can record information individually or be set to send that information back to a computer in the case.

A surveillance kit can be set up in a specific area with a Skill Test, allowing them to gather information covertly from that area. Failure on the Test may mean that the devices are detected or not placed where they can gather information properly. A Surveillance Kit is a *powered* device which recharges after a Break rest.

SURVIVAL KIT

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	2	3	2

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	3	4	4

A pack containing a compact tent, a water filter, and a lighter to start fires. The Tech Level 3 version adds thermal filaments to the tent to maintain a comfortable temperature, a more advanced water filtration system, and an electric heater/cooker as an alternative to a campfire.

The Survival Kit reduces the Difficulty of any Skill Test to find shelter in the wilderness by 1. A Tech Level 3 Survival Kit is also a *powered* item which recharges after a Break rest.

SYNTH ROPE

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	2	2	2

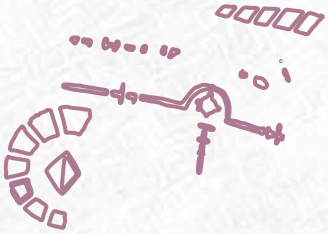
A tightly-woven bundle of strands made from a tough synthetic polymer. Normally produced in 20 meter lengths when manufactured by an Atoma. The strands are twisted and braided together to increase the rope's effectiveness and durability, and the materials used are more durable and hard-wearing than naturally-made ropes.

TACTICAL LENS

CATEGORY	TECH LEVEL	COIN	RARITY
Military	4	6	4

A specialized form of reader lens, a tactical lens provides a heads-up display suited to combat uses. Before and during the War, these were issued to whole squads of soldiers, passing information back and forth silently. They are somewhat riskier to use now, as the signals they communicate with can be tracked by hostile machines.

The wearer of a Tactical Lens may re-roll 1d20 on any ranged attack made when you spend time aiming, or when your target has a Truth which represents a weak spot. Further, when you take an action, you may add 1 to Threat to message to one ally also wearing a Tactical Lens. This message may include up to five words of text and mark a location or enemy you can see. This can be used to pass Truths representing information (such as knowledge of weaknesses) between characters.



TOOLKIT

A box, bag, or other storage case containing an assortment of precise tools for performing maintenance and repairs on devices. Versions exist at various tech levels, with different kinds of tools at each: a Tech Level 1 kit may consist of wrenches, screwdrivers, pliers, and similar items, while a Tech Level 3 kit may contain precision devices suitable for working on microelectronics.

A toolkit allows a character to repair a damaged piece of technology. A toolkit can repair technology with a Tech Level 1 higher than that of the toolkit. Tech Level 3 are *powered* and recharge after a Break rest.

CATEGORY		TECH LEVEL
Domestic		1
SUPPLY POINT COST	COIN	RARITY
2	1	1

CATEGORY		TECH LEVEL
Domestic		2
SUPPLY POINT COST	COIN	RARITY
3	2	2

CATEGORY		TECH LEVEL
Domestic		3
SUPPLY POINT COST	COIN	RARITY
4	3	3

UNDERWATER BREATHING APPARATUS

A compact device, designed to be worn over the mouth, which produces breathable air from water flowing through it.

This device allows the wearer to breathe underwater. The device is designed to be extremely simple to use, and thus can be used by any character, regardless of Tech Level.

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	3	4	3

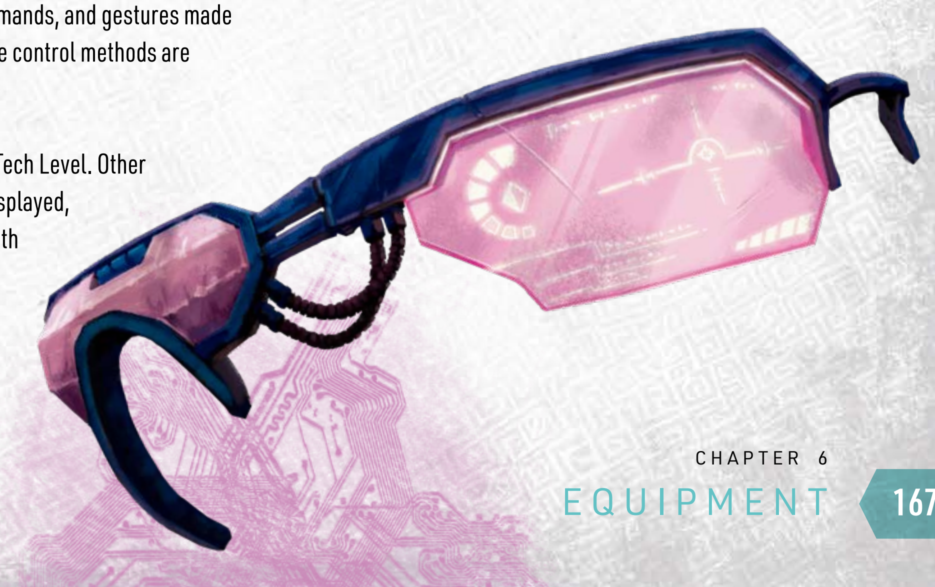
WEAVER LENS

Also commonly called a reader lens, Weaver Lenses are so named because they are most commonly used by Weavers, who rely on the information they provide in order to carry out their trade. A Weaver Lens is a simple eyepiece, visor, pair of spectacles, or even hand-held lens (similar to a magnifying glass) which displays an interactive three-dimensional information layer over whatever is viewed through the lens. The display is controlled by eye movements, vocal commands, and gestures made within the lens' field of view, though the secrets to these control methods are typically known only to Weavers.

CATEGORY	TECH LEVEL	COIN	RARITY
Domestic	4	4	3

Any Weaver can use a Weaver Lens regardless of their Tech Level. Other characters can view whatever information is already displayed, but may find it difficult or even impossible to interact with that information in any consistent or useful way.

A Weaver Lens is *powered* but cannot be discharged.

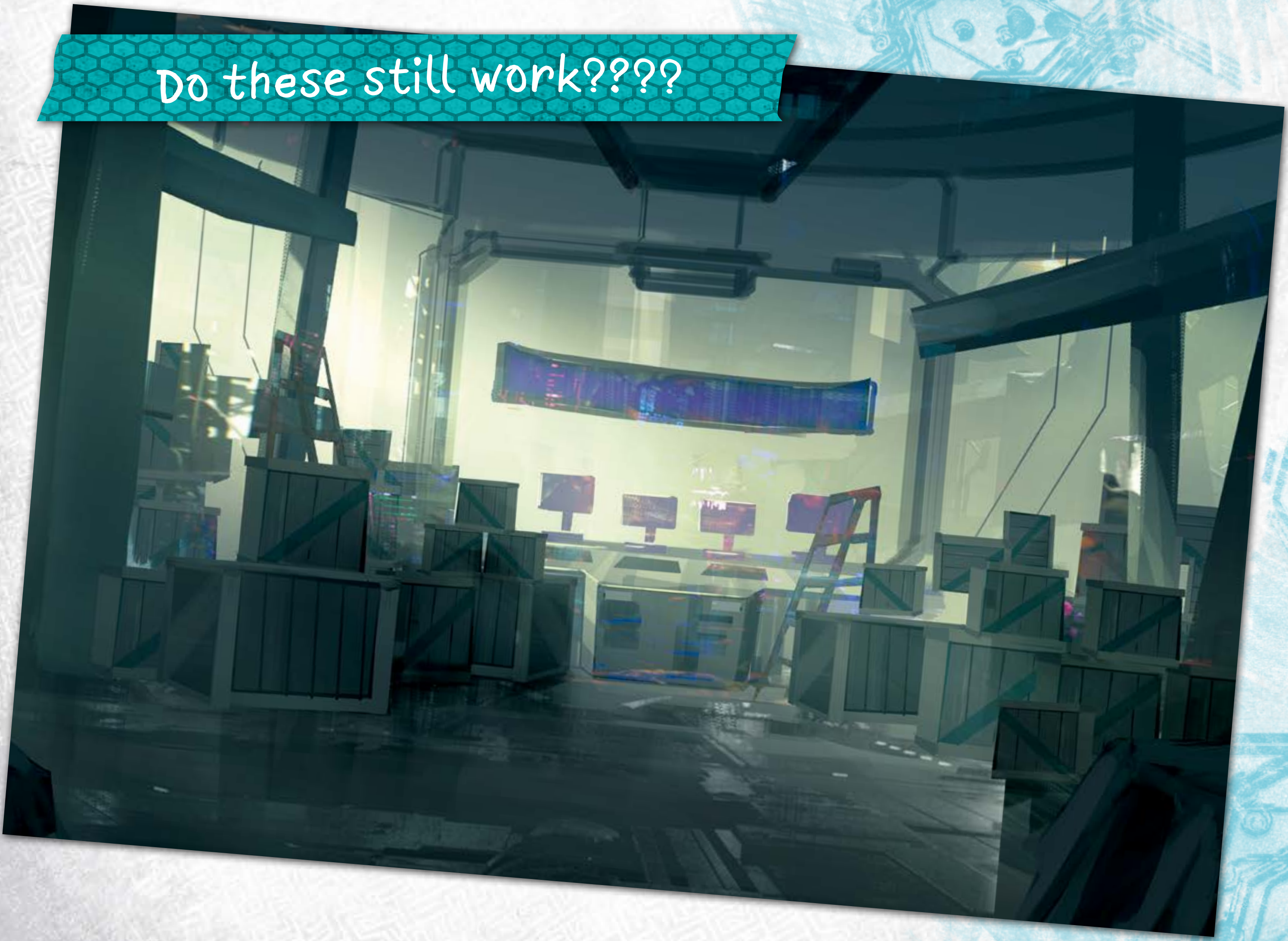


WIRELESS COMPUTER HUB

CATEGORY	TECH LEVEL	COIN	RARITY
Miscellany	5	7	4

A large, and moderately powerful computer system designed to serve as a central processor, storage device, and power supply for other devices in the vicinity. This can link to reader lenses, communicators, portable data storage, local terminals fixed nearby, and portable computers brought close to it. It wirelessly transmits and receives data within its network, as well as wirelessly charging the batteries of nearby devices. The maximum range is only a few hundred meters, limited by obstructions such as dense walls and other environmental factors, but within that range it provides an extremely fast and efficient connection. Some Archivist communities possess such a computer hub to aid their work, and many others would pay handsomely to obtain one.

The hub must be connected to a persistent power source – a generator of some sort – but allows connected devices to recharge more quickly, requiring the next shortest type of rest (i.e., items that recharge with Bed rest can recharge over a Break, while items that recharge with a Break can recharge with a Breather). The recharging item must remain within range of the hub for the entire rest.


Do these still work????

SERVICES

The following are not items of equipment a character can obtain, but rather services and assistance that can be purchased.

ITEM	COST	RARITY
River Travel	1 per Passenger per Day	2
River Cargo	1 per Pallet per Day	2
Hire/Pay: Laborer	4 per Day	1
Hire/Pay: Guardian	8 per Day	2
First Aid (Damage Rating 2, Tech Level 1)	2	1
First Aid (Damage Rating 3, Tech Level 2)	3	2
First Aid (Damage Rating 4, Tech Level 3)	4	2
First Aid (Damage Rating 5, Tech Level 4)	5	3
First Aid (Damage Rating 6, Tech Level 5)	6	4
Long-Term Medical Care	3 per Day	2
Food and Rest	2	1
Food and Lodging	3	1
Repairs (Tech Level 1)	1	2
Repairs (Tech Level 2)	2	2
Repairs (Tech Level 3)	3	3
Repairs (Tech Level 4)	4	3
Repairs (Tech Level 5)	5	4

phewww I was verrrry
THIRSTY!!

RIVER TRAVEL

Most communities on or near the water are regularly visited by the boats and barges of Rivers, the nomadic traders who roam up and down the waterways that give them their name. For a small fee, most Rivers are willing to carry a small number of passengers along their route.

COIN	RARITY
1	2

(per Passenger per Day)

RIVER CARGO

Most communities on or near the water are regularly visited by the boats and barges of Rivers, the nomadic traders who roam up and down the waterways that give them their name. In addition to their own trade, Rivers may rent out space to carry a small amount of other cargo. This is defined in terms of pallets: standard wooden trays used for storing and moving goods within the holds of their Boats.

COIN	RARITY
1	2

(per Pallet of Cargo per Day)

HIRE: LABORER

It isn't difficult to find someone willing to put in a day's work for a few coin. 4 coin is the typical rate for a day's labor, as that's sufficient to provide food and lodging for the day and still leave a little extra.

COIN	RARITY
4	1

(per Day)

HIRE: GUARDIAN

Many communities over a certain size have a handful of dedicated protectors. These aren't always needed to defend their homes, and for a price their aid can be secured to provide some extra muscle when venturing into the ruins or performing some other perilous task. With risk comes cost, however, and a skilled Guardian can command a fee worthy of the dangers they're willing to face.

COIN	RARITY
8	2

(per Day)

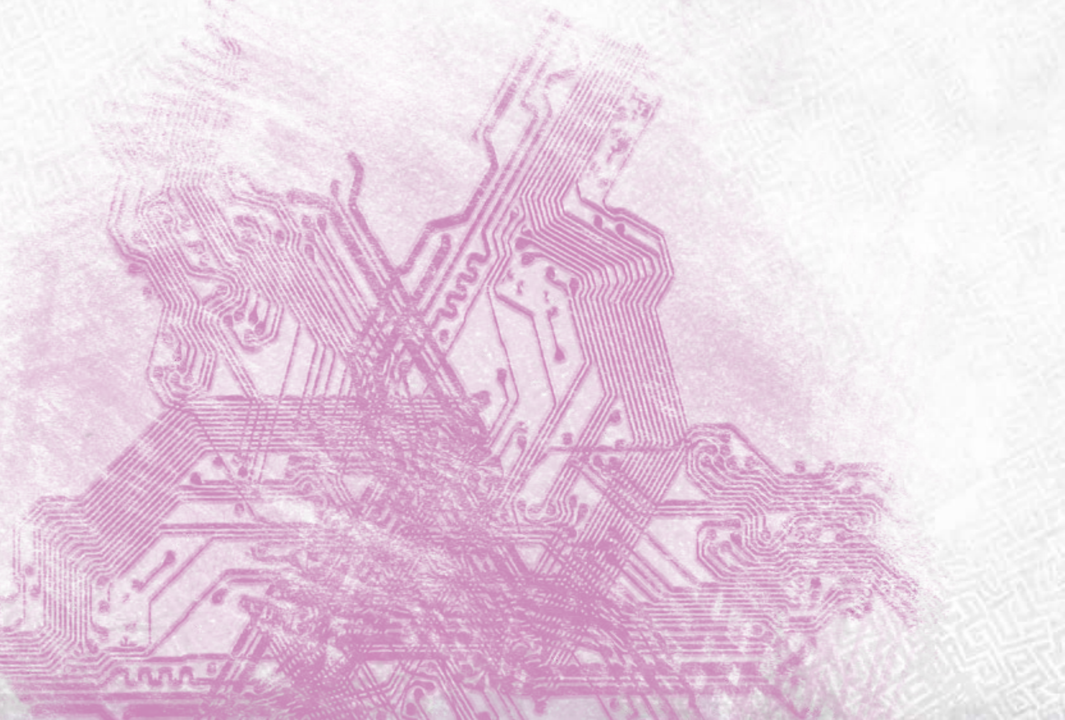
FIRST AID

Emergency medical attention can often be found in homesteads and communities.

- A damage rating 2 Injury can be treated in any community with a Tech Level of 1, costing 2 coin, with a rarity of 1.
- A damage rating 3 Injury can be treated in any community with a Tech Level of 2, costing 3 coin, with a rarity of 2.
- A damage rating 4 Injury can be treated in any community with a Tech Level of 3, costing 4 coin, with a rarity of 2.
- A damage rating 5 Injury can be treated in any community with a Tech Level of 4, costing 5 coin, with a rarity of 3.
- A damage rating 6 Injury can be treated in any community with a Tech Level of 5, costing 6 coin, with a rarity of 4.

COIN	RARITY
2-6	1-4

(depending on severity of Injury)



LONG-TERM MEDICAL CARE

Long-term healing is best done in somewhere safe and comfortable, with a healer on-hand for emergencies. Larger communities can provide this for a few coins a day.

COIN	RARITY
3	2

FOOD AND REST

A decent cooked meal and somewhere to stop and relax for a little while.

COIN	RARITY
2	1

FOOD AND LODGING

A decent evening meal, a bed for the night, and a hearty breakfast before you head on your way.

COIN	RARITY
3	1

REPAIRS

Finding someone skilled enough to repair a piece of equipment, a vehicle, or similar. Cost and rarity increase with the item's Tech Level.

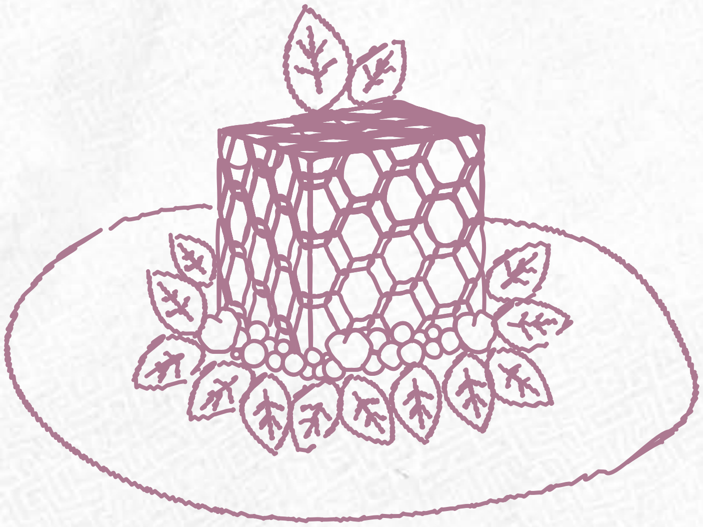
TECH LEVEL	COIN	RARITY
1	1	2

TECH LEVEL	COIN	RARITY
2	2	2

TECH LEVEL	COIN	RARITY
3	3	3

TECH LEVEL	COIN	RARITY
4	4	3

TECH LEVEL	COIN	RARITY
5	5	4



Oooh this looks

YUMMY

VEHICLES

OPERATING A VEHICLE

When a character is inside a vehicle, they are a **passenger**. Some passengers take on specific roles within the vehicle, referred to as **crew**.

CREW ROLES

Each character inside a vehicle can take a specific crew role related to that vehicle. Assuming a role requires a Minor Action to move into that position.

- **Pilot:** A vehicle can have only a single pilot. The pilot takes actions to move the vehicle (see *Vehicular Movement*, below). Whenever the vehicle needs to make a Skill Test related to movement, the pilot will make the Test generally using **Quickness** (**Operate**). A vehicle without a pilot automatically fails all tests.
- **Gunner:** A gunner operates weaponry mounted on the vehicle (see *Vehicular Attacks*, below). For a vehicle with multiple weapons, a gunner can only operate one weapon each turn, and each weapon may only be operated by one gunner each round.
- If a vehicle includes other equipment or functions beyond moving and attacking, for example radio operator or bombardier, other passengers may operate that equipment as a separate crew role.

WOOOO

I REALLY
REALLY like
going VERY
VERY fast!

SPLITTING FOCUS

A single character can attempt to simultaneously assume the roles of both gunner and pilot, but their attack rolls and tests to pilot the vehicle are both made at +1 Difficulty unless the vehicle has the Single-Seat quality.

WOOOOOOOOOOOOSSSSSSSSHHHHHHHHH!!!

VEHICULAR MOVEMENT

When a character is the pilot of a vehicle, they may move the vehicle instead of moving themselves. A pilot may move a number of zones equal to the vehicle's Speed for free before or after their action on their turn (if this is more than 1 zone of movement, then it may be split so that they move one or more zones before their action, and one or more zones afterwards).

A pilot may move their vehicle further either by spending their action driving — this may involve a Skill Test if there is rough terrain or obstacles along the vehicle's path — or by spending 2 Momentum on their turn. This increase is a number of additional zones of movement equal to the vehicle's Speed.

VEHICULAR ZONES

Vehicles move in combat zones like any other combatant in an action scene. Vehicles, however, do not maneuver like characters do and some zone effects may affect vehicles differently:

- The terrain only affects vehicles of a specific scale or higher, like terrain that can easily be navigated by smaller vehicles.
- The terrain only affects vehicles of a specific scale or lower, like obstacles that large vehicles can just power through or over unhindered.
- The terrain only affects vehicles with a specific quality, such as wheeled vehicles.

VEHICLE TERRAIN TEST

Pilots make terrain tests using **Quickness** (**Operate**). If the terrain would be more difficult for larger vehicles, the gamemaster may increase the Difficulty, complication range, or both by an amount equal to the vehicle's scale.

OUT OF CONTROL!

It's a constant fear for a pilot to lose control of their vehicle, they can cause a lot of damage and injure a lot of people in the process.

The most common outcomes of a failed vehicle terrain Test are below, and the GM determines which applies in each case. Some of the results below cause the vehicle to stop, which means the vehicle immediately loses any remaining movement it had from that action, and it comes to a halt in that zone.

- **Jarring Stop:** The vehicle comes to an immediate halt, losing the rest of its movement from that action. Each character in the vehicle immediately suffers a *stunned* Injury, with a damage rating equal to the number of zones the vehicle moved.
- **Skid:** The vehicle slides or skids out of control. If the vehicle collides with an object that would make it stop, it suffers a *crashed* Injury, with a damage rating equal to the number of zones the vehicle moved.
- **Spin:** The vehicle loses the rest of its movement from the action, and it is turned to face a different direction. The next Skill Test to pilot the vehicle increases in Difficulty by +1, or it needs a Test if it didn't before.
- **Stuck:** The vehicle loses the rest of its movement from the action, and it is held in place by the terrain. The vehicle gains the Truth *stuck*, and while this Truth persists, the vehicle moves one fewer zone than normal with any pilot action, and it cannot move as a free action.

If the pilot performed an action to move the vehicle during the previous round, and the vehicle didn't come to a stop, then the pilot must make another vehicle movement action or the vehicle goes **out of control**.

VEHICULAR ATTACKS

Vehicle's gunners can make attacks with mounted weapons in the same way as a personal weapon, using their **Quickness** (**Fight**). Characters cannot carry these weapons normally or fire them without being mounted on a stand or vehicle first. All weapons mounted upon a vehicle are treated as if wielded in two hands if the vehicle moves, or as if they are braced if the vehicle has remained stationary.

A pilot may defend their vehicle from attacks — turning those attacks into contests — if it moved in the pilot's last turn and did not come to a stop. A pilot may not defend their vehicle from attacks if the vehicle is stationary or out of control.

If the vehicle has the *exposed* quality, then passengers may make attacks with their personal weapons normally.

ATTACKING PASSENGERS

When a character makes a successful attack against a vehicle with the *exposed* or *covered* X quality, they can spend 1 Momentum to hit an exposed passenger instead.

Attacks with the *burst* quality against *exposed* or *covered* passengers will hit the vehicle, and may spend 1 Momentum each to hit passengers.

If the vehicle has a *covered X* quality, the Momentum cost to hit passengers is increased by +X.

RAMMING

The pilot of a vehicle that moves during its turn can attempt a melee attack against a target in the same zone, using the pilot's **Will** (**Operate**), with a Difficulty of 1 (as with any attack, this becomes a contest if the target can defend themselves or try and avoid the attack). If the attack is successful, it deals a *crushed* Injury, with a damage rating equal to the distance the vehicle traveled, which counts as having the *breaker* quality. When a vehicle performs a ramming attack, it suffers a *crashed* Injury, with a damage rating equal to the target's Protection rating.

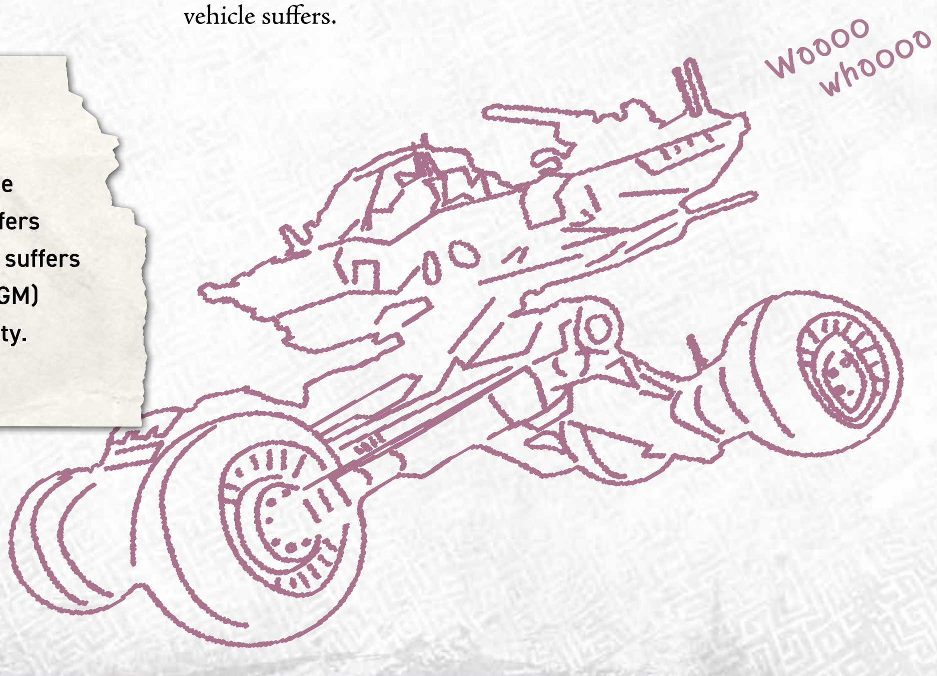
VEHICLE INJURIES

Vehicles can be targeted by attacks like any other combatant. When a vehicle suffers a successful attack, it suffers an Injury as normal (most vehicles have a Protection rating). A vehicle can suffer a number of Injuries equal to their Scale before they're defeated. When a vehicle is defeated, it no longer functions. As normal, each Injury is a Truth which will impede the vehicle in some way, typically by increasing the Difficulty of tests to operate the vehicle or forcing the vehicle out of control.

The pilot of a vehicle may spend Spirit (if a player character) or Threat (if an NPC) to avoid the injuries their vehicle suffers.

BUMPS AND BRUISES

Whenever a vehicle is damaged, it's possible the passengers will be hurt as well. If a vehicle suffers enough Injuries to be defeated, each passenger suffers an Injury (the nature of which is chosen by the GM) with a damage rating of 3 and the *breaker* quality.



REPAIRING VEHICLES

Injuries can be repaired through **Insight (Operate)** Skill Tests, but will take significant time and work to repair fully. Vehicles do not repair themselves naturally: characters will need to work on the vehicle between scenes to remove a vehicle's injuries, with the following tests:

- **Repair Vehicle Injury:** You repair and replace parts of the wrecked vehicle. This is an **Insight (Operate)** Skill Test with a Difficulty of 2, and attempting the Test requires spending Supply Points equal to the vehicle's Tech Level. Success removes a single Injury, plus one additional Injury per 2 Momentum spent. Once treated, the Injury is removed. If the vehicle has fewer than 3 injuries, it is operable but each Injury remaining will increase the Difficulty of tests to operate the vehicle by +1.

VEHICLE MOMENTUM SPENDS

SPEND	COST	EFFECT
Ram Through	2	After failing a terrain Test, continue moving forward as if the terrain Test had not failed. The vehicle suffers an Injury determined by the GM.
Target Passenger	2	After a successful attack, you can target a passenger inside an Exposed vehicle instead of the vehicle.

VEHICLE PROFILE

A vehicle has the following scores and values.

TRUTHS

A vehicle's main Truth will be its type, make, and model. Other Truths may reflect the vehicle's condition, modifications, or other quirks. This Truth describes what terrain the vehicle can navigate, how it is driven, as well as any characteristics not covered by its qualities (see below).

SPEED

A vehicle's speed shows how quickly it can move, measured in a number of zones.

SCALE

A vehicle's scale is a representation of its size. Scale 0 refers to any vehicle which is approximately the same size as a human. Scale 1 covers vehicles around twice the size of a human. Each additional increase in scale approximately doubles the size of the vehicle. On any Skill Test where the vehicle's size or mass would be a problem, increase the Difficulty by an amount equal to its Scale.

PROTECTION

The vehicle's Protection is subtracted from the damage rating of injuries inflicted on the vehicle by physical attacks. This will be presented as X (Y), where X is the vehicle's normal Protection, and Y is the vehicle's Protection against *breaker* attacks.

COVER

This will list one of three qualities, depending on how protected the crew and passengers are.

- **Enclosed:** The vehicle's crew and passengers are completely protected and cannot be targeted separately while aboard the vehicle.
- **Covered X:** The vehicle's crew and passengers can be targeted by outside attacks but are considered to be in cover (see Attacking Passengers, opposite page).
- **Exposed:** The vehicle's crew and passengers can be targeted by outside attacks and do not have any additional cover.

PASSENGERS

The passenger entry shows how many passenger spaces are inside the vehicle.

QUALITIES

Vehicles come in a range of different types, from nimble motorcycles to rugged trucks, and everywhere in between. A vehicle's qualities describe how it navigates the terrain around it, and how characters use it. Vehicles always have at least one quality, and a vehicle's type is a Truth that influences the Difficulty of Skill Tests.

A vehicle can only move across terrain allowed by its qualities, so a wheeled vehicle like a car attempting to drive across a lake will just sink.

WEAPONS

The weapons entry on a vehicle lists the weapons it has mounted or incorporated into its design.

VEHICLE QUALITIES

- **Cumbersome:** The vehicle is bulky and unresponsive. It increases the Difficulty of Skill Tests to move by +1.
- **High-Performance:** The vehicle is powerful and finely-tuned. The pilot may spend 2 Momentum after a successful Skill Test to increase its Speed by +1. Any Test to repair the vehicle increases in Difficulty by +1, due to its finely-tuned nature.
- **Hover:** The vehicle does not touch the surface it travels over, and instead hovers a short height above, suspending itself via magnetic repulsion, gravitic inversion, or some other mechanism. The vehicle ignores all difficult terrain not caused by obstacles and can move freely over both land and water.
- **Resilient X:** The vehicle is especially difficult to damage. The vehicle has an extra pool of points (equal to X) which may be spent as Spirit (or Threat) to avoid Injuries.
- **Rugged:** **Operate** tests to repair Rugged vehicles are reduced by Difficulty by -1.
- **Single-Seat:** A single-seat vehicle is designed to be operated by a single pilot who also assumes the role of a gunner. The pilot does not suffer the normal penalties for taking both roles.
- **Tough X:** The vehicle can take more punishment than most. The number of Injuries the vehicle can withstand before being defeated is increased by X.

LARGE VEHICLES

Any vehicle with a scale above 3 may take up multiple zones and may have their internal space divided into several zones. For example, a warship may have different cabins and decks, and may exist across several zones on the environment map (the fore, the aft, etc.). The specifics of this are left to the GM's discretion.

GROUNDCRAFT AND WATERCRAFT

These rules apply equally to ground vehicles — including those that hover — and watercraft. Typically, the basic Truths of a vehicle will be sufficient to indicate whether a vehicle is designed to travel over the ground or on the water. Naturally, hover vehicles can function over both kinds of terrain.

COMMON VEHICLES

CAR

The highways and the ruins of the Old World are littered with long-inactive cars, trucks, and other vehicles. While most are damaged beyond repair, enterprising sorts can find enough working parts to rebuild a single functioning vehicle from a few dozen wrecks. Still, they're designed to travel along smooth roads, and don't always fare well when off-road.

CAR

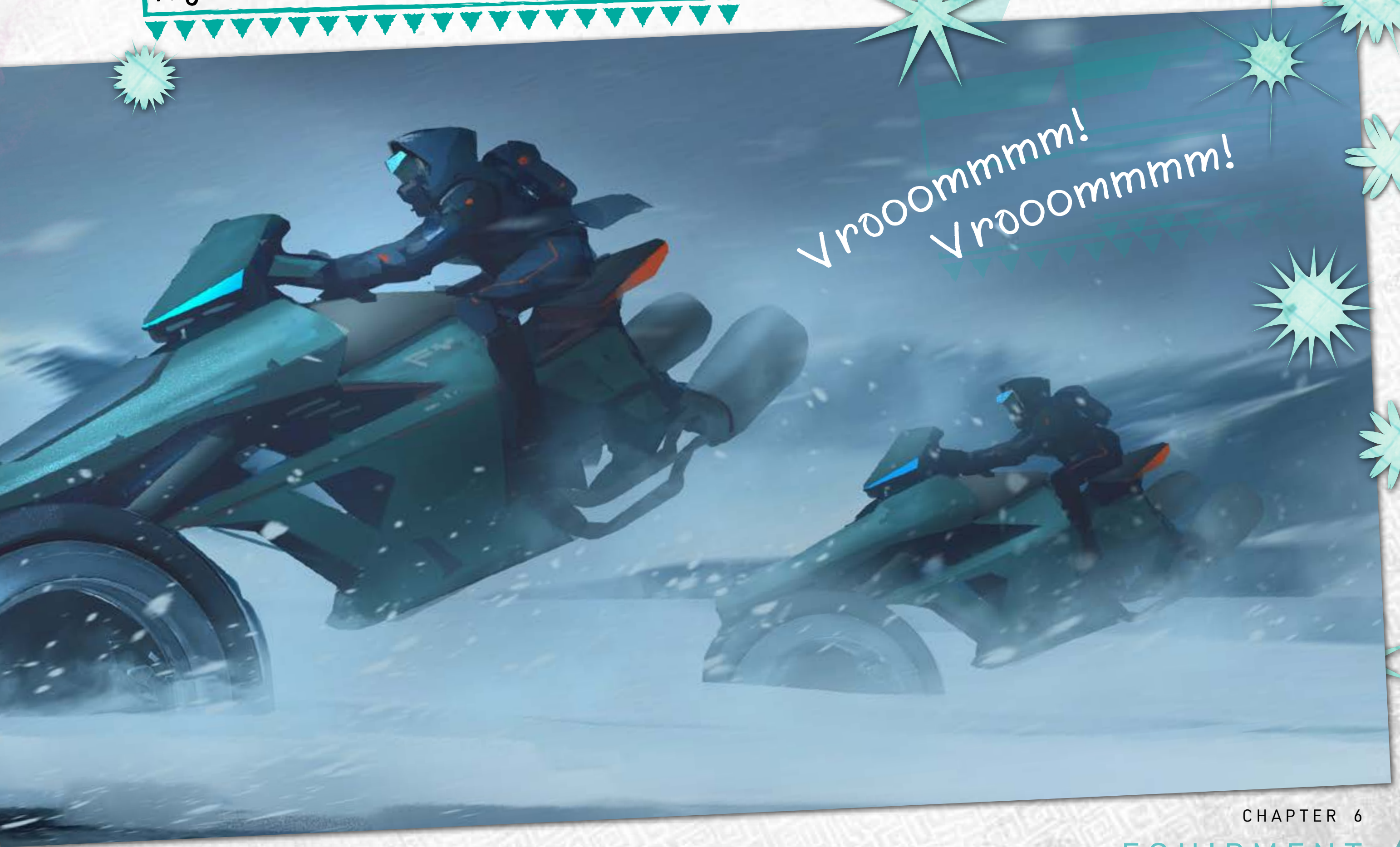
TECH LEVEL	2
COIN	8
RARITY	3
TRUTHS	Rebuilt Civilian Car
SCALE	2
PROTECTION	2 (1)
COVER	Covered 1
SPEED	2
PASSENGERS	5

GROUNDWHEEL

Appearing similar to a motorbike missing the rear wheel, the Groundwheel relies on powerful stabilizers to let it balance reliably on a single wheel. Extremely compact and quick, but somewhat fragile, a skilled rider on a Groundwheel can weave through the densest terrain and get to their destination swiftly.

GROUNDWHEEL

TECH LEVEL	3
COIN	9
RARITY	4
TRUTHS	Agile, Stabilized monowheel
SCALE	1
PROTECTION	0 (0)
COVER	Exposed
SPEED	3
PASSENGERS	1
QUALITIES	High-Performance


Vrooommmm!
Vrooommmm!

EXPLORER TRANSPORT BUGGY

A larger form of the Explorer Rover, sporting six wheels and able to carry more passengers (or more salvage).

EXPLORER TRANSPORT BUGGY

TECH LEVEL	3
COIN	11
RARITY	4
SCALE	3
TRUTHS	All-Terrain Vehicle
PROTECTION	3 (2)
COVER	Covered 2
SPEED	2
PASSENGERS	7
QUALITIES	Rugged

GRAV-BIKE

A single-seater vehicle – though most can support a passenger seated behind the rider – suspended a short distance above the ground by suspensor pads. Extremely fast, but also somewhat temperamental.

Many are fitted with a forward-mounted weapon, such as a plasma repeater, operated by the rider.

GRAV-BIKE

TECH LEVEL	4
COIN	12
RARITY	4
SCALE	1
TRUTHS	Anti-grav Bike
PROTECTION	2 (1)
COVER	Exposed
SPEED	3
PASSENGERS	2
QUALITIES	Single-Seat, High-Performance, Hover

SECURITY CART

A lightweight buggy designed for rapidly moving security personnel around a city. Ill-suited for driving through the wilderness, but quick on clear streets.

SECURITY CART

TECH LEVEL	3
COIN	7
RARITY	4
SCALE	1
TRUTHS	Light Passenger Vehicle
PROTECTION	1 (1)
COVER	Exposed
SPEED	3
PASSENGERS	3

DARK CITY BUGGY

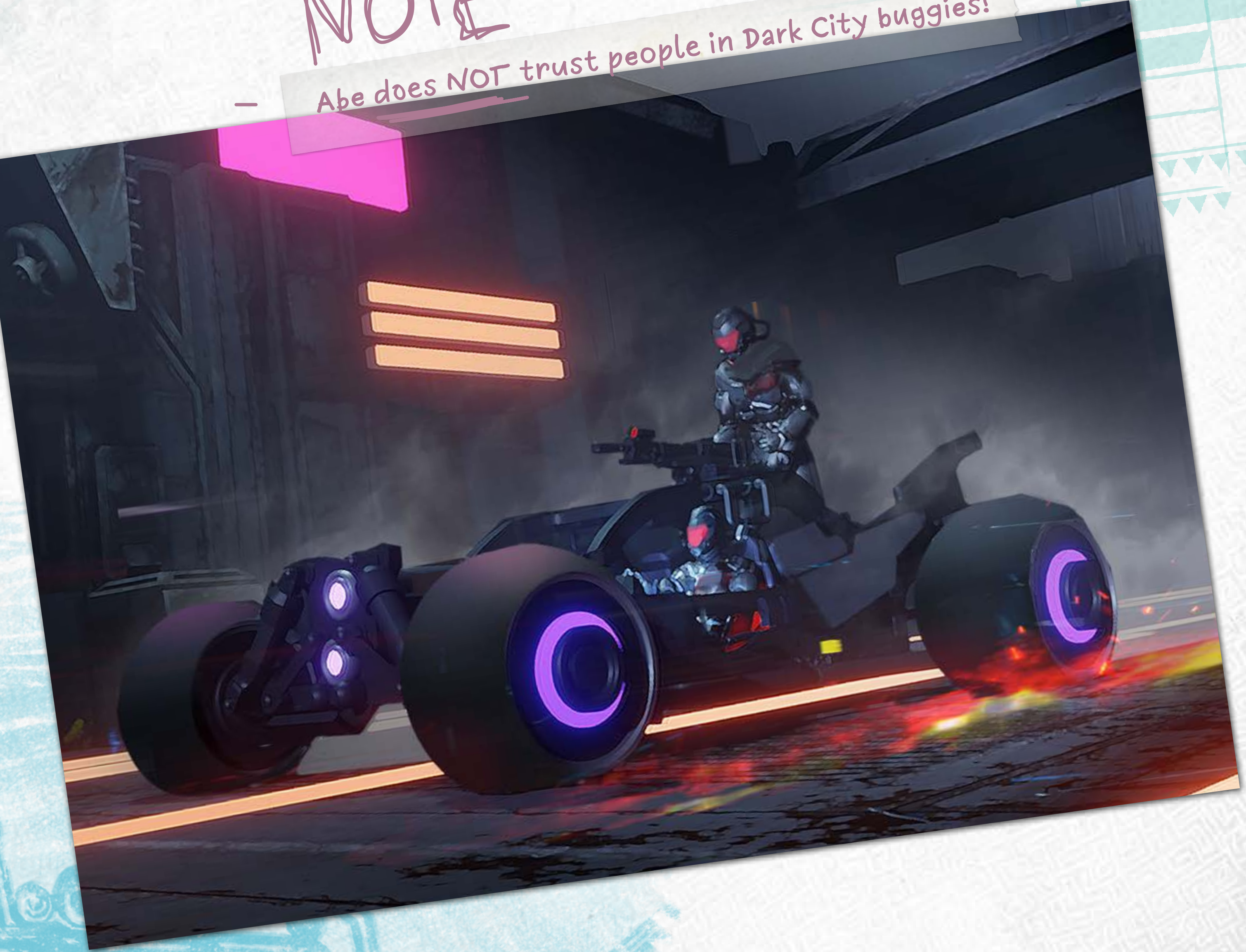
Small, rugged vehicles used by the agents of the Dark City. They tend to have a gunner position fitted with a plasma repeater or similar weapon.

DARK CITY BUGGY

TECH LEVEL	4
COIN	13
RARITY	5
TRUTHS	All-Terrain Scout Vehicle
SCALE	2
PROTECTION	4 (2)
COVER	Covered 2
SPEED	3
PASSENGERS	4
QUALITIES	Rugged

NOTE

– Abe does NOT trust people in Dark City buggies!



TRAILBIKE

A compact, lightweight motorcycle designed to operate effectively off-road. A single trailbike takes up a space about the same size as a passenger in most vehicles, allowing larger vehicles to carry a smaller scout bike or two.

TRAILBIKE

TECH LEVEL	COIN	RARITY
2	7	3

TRUTHS	SCALE
Light All-Terrain Motorbike	1

PROTECTION	COVER	SPEED	PASSENGERS
0 (0)	Exposed	3	1

EXPLORER ROVER

A rugged, all-terrain vehicle, ideal for traversing the wilderness and the ruins alike.

EXPLORER ROVER

TECH LEVEL	COIN	RARITY
3	9	3

TRUTHS	SCALE
All-Terrain Vehicle	2

PROTECTION	COVER	SPEED	PASSENGERS
3 (2)	Covered 1	2	3

QUALITIES
Rugged

SCOUT SKIMMER (LIGHT WEAPONS)

An anti-grav scout vehicle common during the War, these craft are fast, but not especially durable, relying on speed, surprise, and evasion to survive enemy fire. They're fitted with three plasma repeaters, on independent mounts, allowing them to attack targets of opportunity.

(light weapons)

SCOUT SKIMMER

TECH LEVEL	COIN	RARITY
4	18	5

TRUTHS	SCALE
Anti-grav Scout Vehicle	3

PROTECTION	COVER	SPEED	PASSENGERS
5 (3)	Covered 2	3	6

QUALITIES
High-Performance

CHAPTER 7

GLIFS AND WEAVING

Now we can see the pattern

GLIFS

The world is littered with GLIFs. In the world before, they were a common sight scattered around cities and other places where machines worked, providing simple directions, instructions, and other basic information to machines as they went about their assigned tasks. The *Graphic Layer Instruction Format* — commonly referred to as "GLIF" — was designed to shape the machines' perceptions of the world, programmed into them so deeply that a machine could not ignore them. An environment might have GLIFs that told machines which routes they were permitted to take, which places they should go, which places they weren't to enter, and which places were hazardous. GLIF badges told the security systems what humans were permitted to pass and which were to be stopped. Humans, being naturally adept at pattern recognition, often learned what these odd geometric patterns meant too, just from observation. Technicians often carried collections of diagnostic GLIF designs, used to issue commands to malfunctioning machines that were unresponsive to other interactions.

These pictures have power

When the machines turned against humanity, these patterns became part of how people fought back. In addition to reusing existing patterns to ward off or deter roving machines, people began to use the same logic to build upon the concept. Some GLIF patterns became a form of camouflage, worn on clothing and painted onto bodies to distort machine senses so that they struggle to recognise their human prey. Others created hybrid "glitch" patterns which caused logic errors that could stun or confuse a machine for precious seconds.

Over time, GLIFs have become an ordinary part of life for most Everans. Clothing and buildings are covered in patterns derived from GLIFs that can hide them from a machine's sight, and children are taught a dance that moves the patterns of their garb in ways that slow a machine's pattern-recognition processes, giving them a few extra precious seconds to escape. Spears tattoo and paint themselves in designs that cause machine senses to disregard them as targets. Archivists study the old patterns, looking for ways to influence the machines in more specific ways.

But a GLIF can only do so much. While a machine cannot ignore a GLIF's command, the electronic madness that drives them to kill has ways to override these fundamental commands. A target marked in a disregard GLIF will only be ignored so long as it does not register as a threat… but if attacked, its priority changes and it may ignore GLIFs it would otherwise have heeded.

KNOWLEDGE OF GLIFS

Archivist communities have managed to maintain a greater amount of GLIF-lore than most, studying the specifics of the patterns and their uses. Many Archivists seek out GLIF knowledge as they explore the world. Sometimes they'll even share this with others, often for a price.

Learning a new GLIF pattern requires spending growth, a number of points equal to the complexity of the GLIF (noted with individual GLIFs below). Once learned, a character can attempt to apply that GLIF to people, objects, structures, and so forth.

Applying a GLIF requires a **Quickness (Study)** Test with a Difficulty equal to the complexity of the GLIF. Using a Stylus (see page 161) requires only a few minutes and the GLIF can be applied to any surface. Other ways of scribing the GLIF — paint, chalk, etc. — take longer, cannot apply to all surfaces, may wash or rub off, or may be less precise than a Stylus, increasing the Difficulty of the Skill Test. These limitations apply at the GM's discretion.

The GLIF descriptions below refer to "the marked object," "the marked person," or "the marked location" to note the object, person, or location upon which the GLIF is inscribed. The machine, upon seeing the GLIF, will attempt to obey the GLIF's instructions to the best of its ability. If any hostile action — an attempt to damage or interfere with the machine directly — is made, the machine will ignore all GLIFs in the current scene.

Otherwise, a machine may spend Threat equal to the complexity of the GLIF to ignore it. Once a machine has paid to ignore a GLIF, it will ignore any GLIFs of that complexity or less for the remainder of the current scene: the screaming madness corrupting the machine can drive it to override GLIF commands.

Once a machine has been affected by a GLIF once, it cannot be affected again in the current scene.

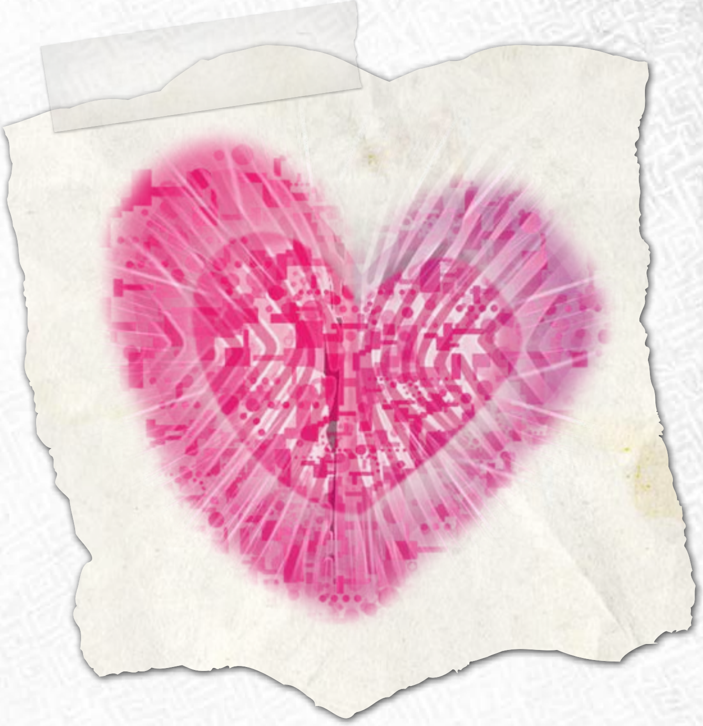
COMMON GLIF PATTERNS

ATTRACT

Complexity: 2

Upon seeing the GLIF, the machine attempts to move to within a few meters of the marked object or person.

This GLIF
works best on
my enemies!!!

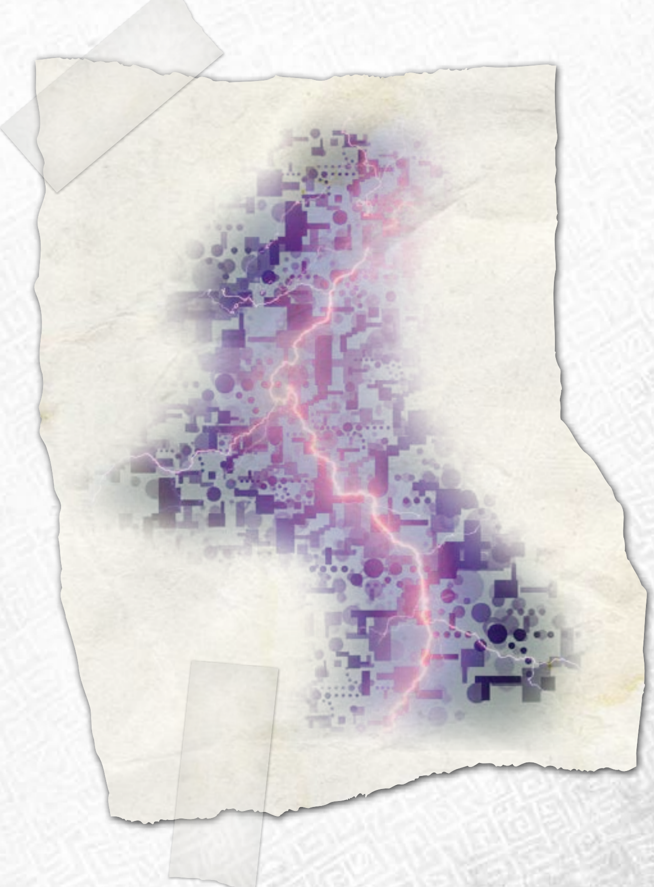


DISCHARGE

Complexity: 1

Upon seeing this GLIF, the machine safely discharges its powered tools and weapons, preventing them from being used until they are recharged.

I hope my
friends
wear this GLIF



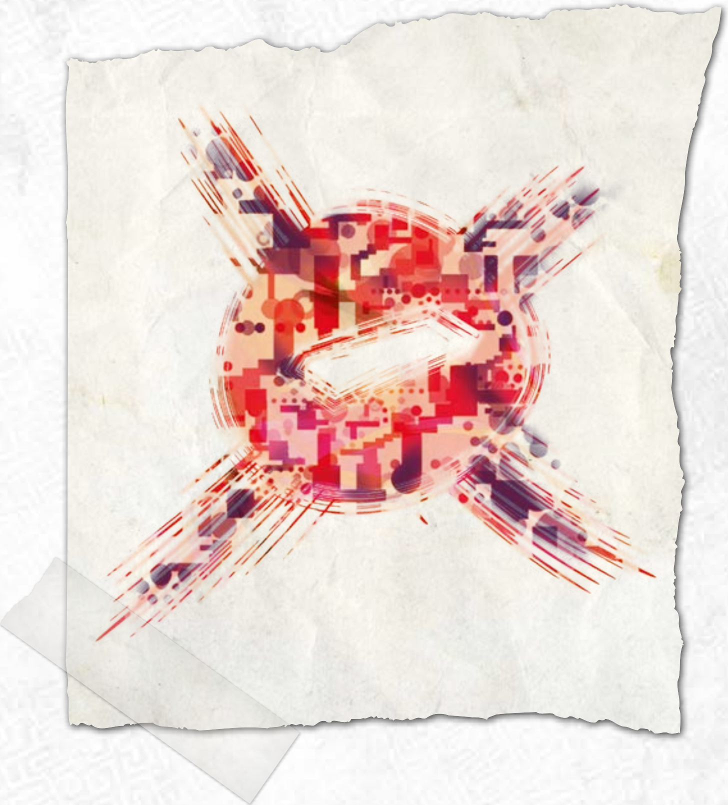
FORBID

Complexity: 1

Once it has seen this GLIF, the machine will not cross a threshold — a doorway, tunnel entrance, or similar — marked with this GLIF, or approach within a few meters of an object or person wearing this GLIF. This effect ends when the machine detects a threat or a hostile action is taken against the machine.

WAKERS

KEEP OUT!!!

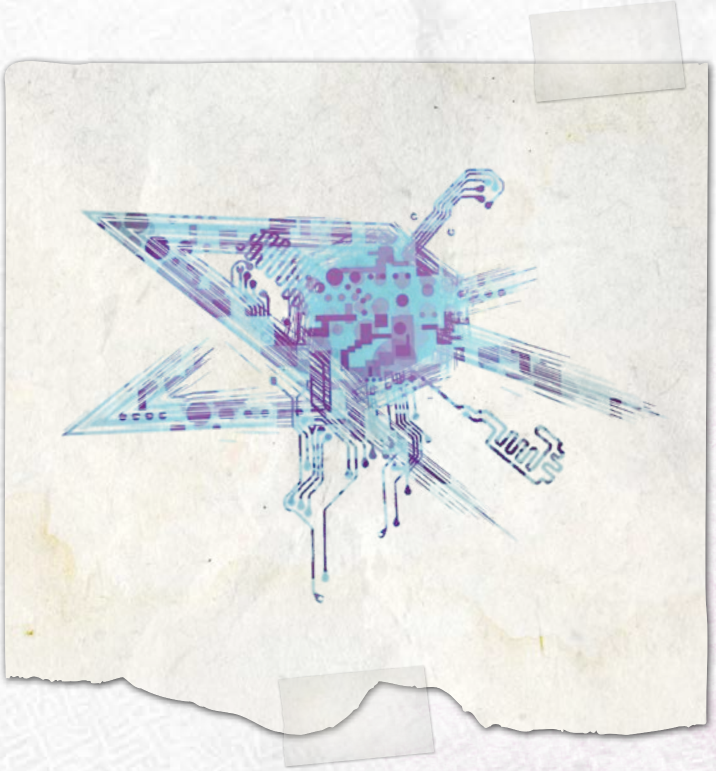


GLITCH

Complexity: 2

Upon seeing the GLIF, the machine seizes up, its processes overwhelmed by a burst of junk data and logic errors. It must spend its next action clearing errors and problems.

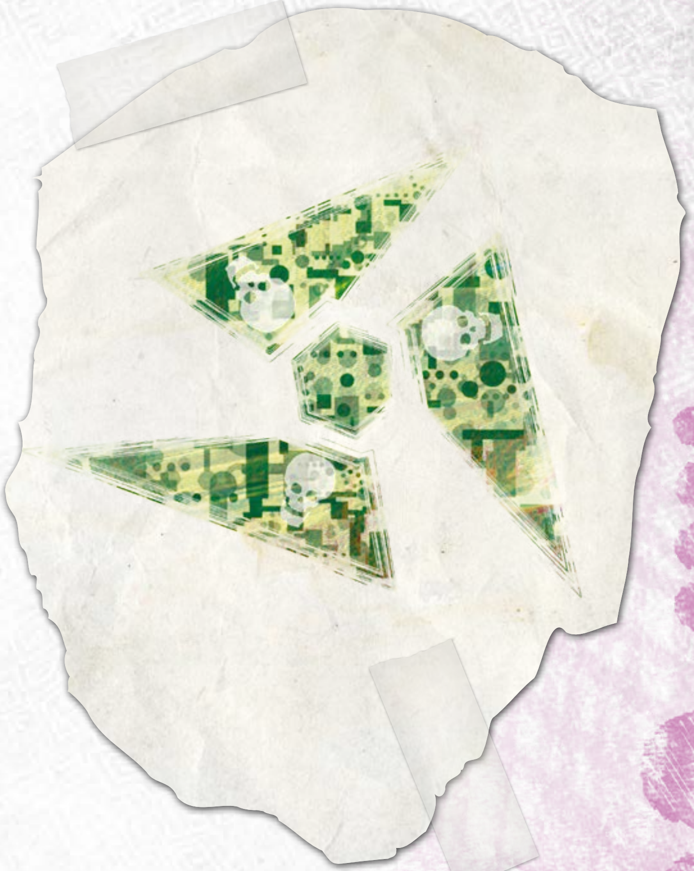
This could give
us extra time



HAZARD

Complexity: 2

Upon seeing the GLIF, the machine regards the object or person as dangerous. In the case of a marked object, the machine will attempt to destroy the object from a safe distance if possible, or avoid it otherwise. In the case of a marked structure or location, the machine will seek to avoid the location. In the case of a marked person, it will attempt to destroy them, prioritising them above other threats.



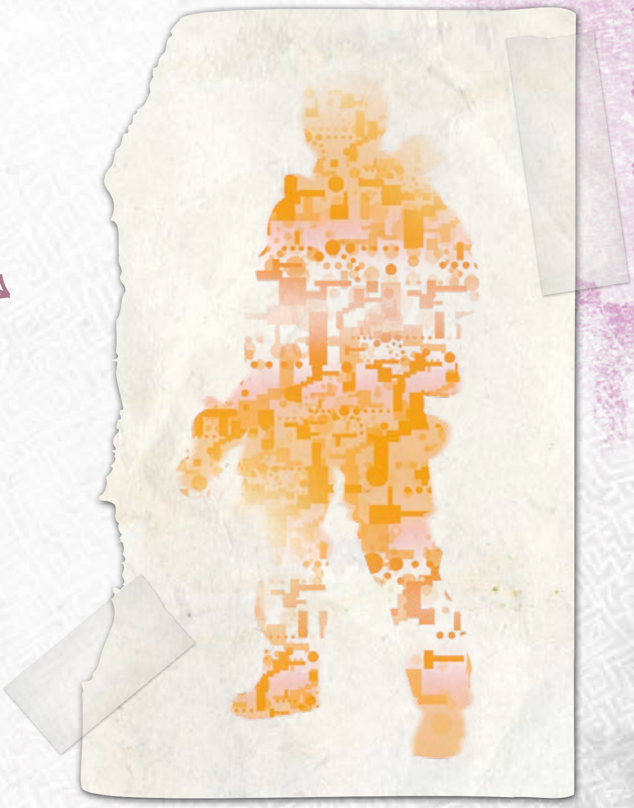
DANGER!

IGNORE

Complexity: 1

This is a developed form of the Spears' GLIF-markings. Upon seeing this GLIF, the machine ignores any objects or people marked with the GLIF. This effect ends when the machine detects a threat or a hostile action is taken against the machine.

Haha this GLIF will make you invisible to the Wakers

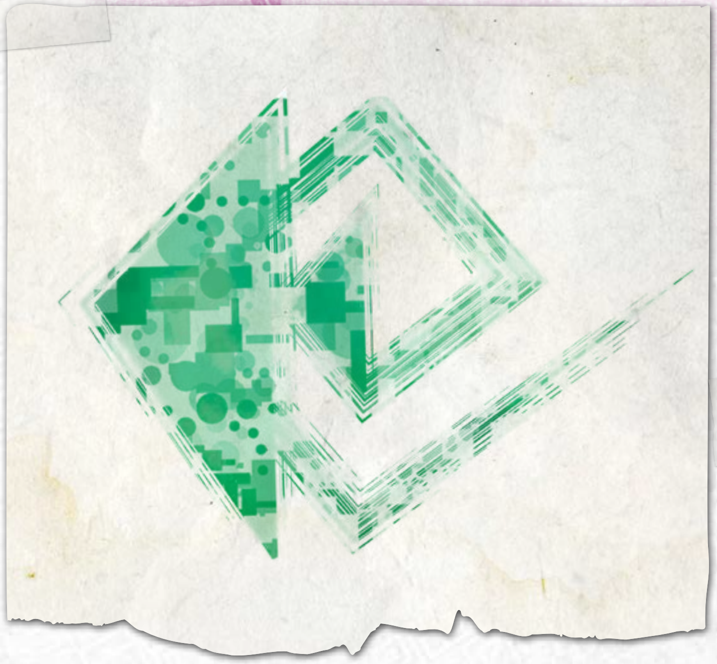


RESET

Complexity: 3

Upon seeing the GLIF, the machine is compelled to hard reboot, shutting down and restarting itself. The machine spends its next action rebooting. After that, it treats the situation as a brand-new scene, and it can be affected by GLIFs it had already been affected by, as a result of the reboot.

However, the machine regains any spent Personal Threat, and adds +2 to that Personal Threat pool for each Injury it has suffered.

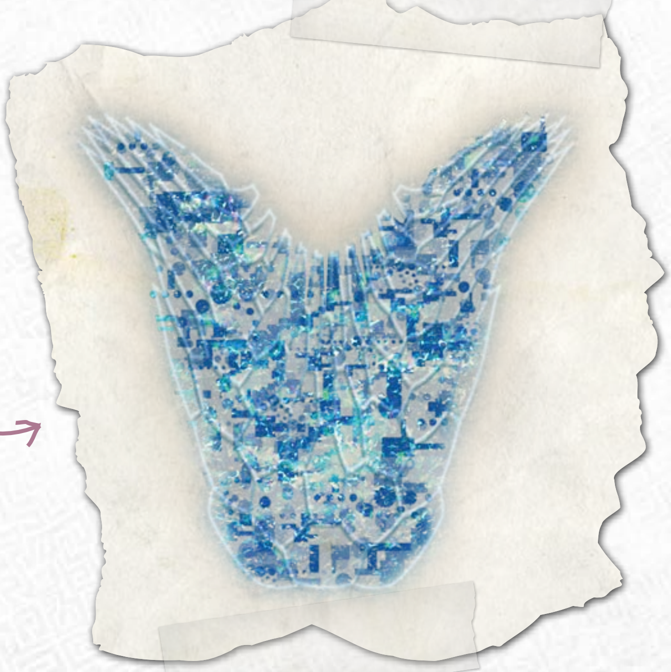


Have you tried turning it off and on again??

PROTECT

Complexity: 3

Upon seeing the GLIF, the machine is compelled to prioritize the safety of the marked object or person. It will move near the marked object or person to guard it. If anyone it regards as unknown or hostile approaches the marked object or person too closely (enters the same zone, or in combat), it will attempt to intimidate them the first time, and then attack any who do not withdraw. It can only accept a Protect order from one GLIF at a time, and a Protect GLIF does not mean the machine regards a marked creature as friendly, only as someone who needs to be protected, more akin to a valuable target that needs to be subdued or captured rather than killed.



YAY! PROTECTION

WEAVING

The world is littered with the remnants of ancient technology, and much of that technology is built upon a common base, designed to network together and be operated using common, familiar interface systems.

Alas, what was once common knowledge is now obscure. Few people recall the once-familiar gestures and command words which allow communication with the machines, and few have managed to preserve or rediscover the once-common tools that aided people in these tasks.

Weavers are the last preservers of these traditions, able to commune with the strange minds of machines, to glean information from their senses and memories, and to command them to perform tasks. Most vitally, these curators of lost knowledge possess the ability to command the potent Atoma devices found in the ruins of the old civilization, to produce valuable items from thin air.

Weaving is a rare skill, and few have the patience and discipline to learn the secrets of the craft. It would not do for a potential Weaver to be forgetful or clumsy, for they might cause more harm than good. Most communities have a Weaver or know of an itinerant one who passes by to trade their skills for supplies, and while these sages are valuable, they often live apart from others, spending days in deep study or planning expeditions into the ruins to practise their craft. They are always eager to hear news of discoveries, and they often seek out groups of adventurers who have traveled into the ruins to see if they've discovered anything of value.

WEAVING IN PRACTICE

The craft of Weaving covers a few overlapping fields of study, related by machine systems that Weavers learn to interact with.

The first skills a Weaver must master are the basics of **Interface**, which are a basic set of command words and accompanying gestures to operate basic functions on a wide range of machines. The more advanced practitioners of these skills have access to deeper functions and overrides, allowing them to command machines more efficiently.

This can be further advanced with a couple of highly sought-after tools. Weaver Lenses — devices which might take the form of a visor, a pair of glasses, a monocle, or even a contact lens — project a visual display into the wearer's sight, allowing them to see information the machine is transmitting, providing valuable feedback to the Weaver's commands. A haptic glove provides physical sensations to accompany the gestures a Weaver performs, allowing them to be more precise with each gesture and to receive physical feedback from the machine they're commanding.

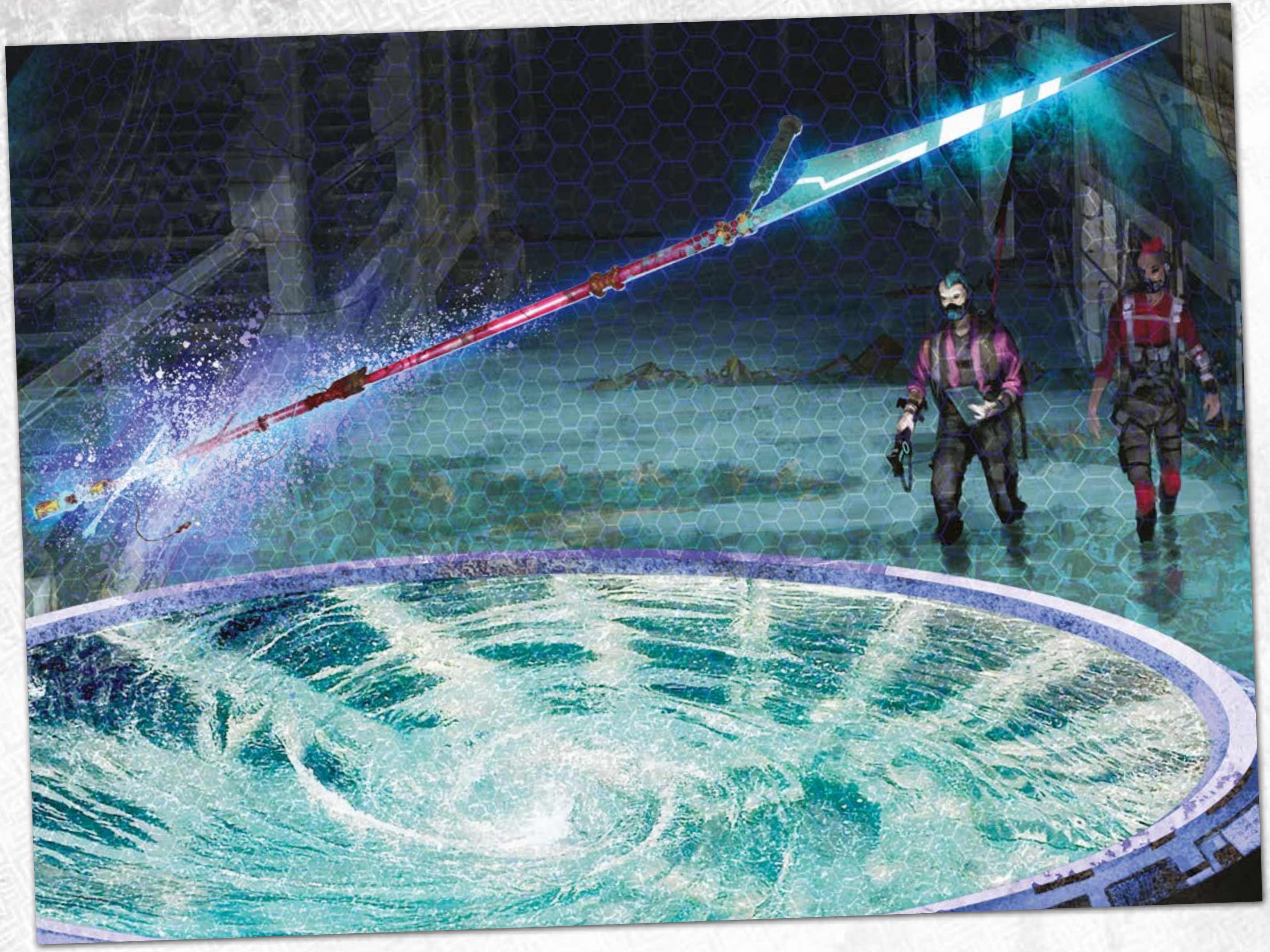
The other skills relate to the operation of Atoma devices. These potent, versatile tools respond to the commands and gestures of **Interface**. Each contains a vast catalog of items they can produce, one too arduous and risky to navigate effectively even with a Weaver Lens. During the age before, Atoma users would learn shortcut commands to access specific items (or sometimes, groups of similar items). Today, knowledge of such commands is precious and valuable.

ATOMA DEVICES

An Atoma device is an atomic reassembly engine, capable of transforming a dense basic construction material — called Atoma cubes — into an almost limitless variety of common items or components. An Atoma device requires a considerable amount of power and advanced computer systems to function, so they're generally fixed in place, often in secure underground silos, but able to project their interface and their output beyond where they're located: a domestic Atoma might provide services to a few dozen homes within a residential area.

Atoma devices come in a variety of forms, tailored for specific uses. The most commonplace are Domestic Atomas, found within residential areas to supply homes and families with ordinary everyday items.

Security and law enforcement services often had access to small Security Atomas to produce weapons and armor. Factories and construction sites would use



Industrial Atomas to produce tools, equipment, and vehicle parts for businesses, industry, and commercial purposes. Finding these kinds of Atoma devices in working order is extremely rare, and they are incredibly valuable.

The rarest Atoma devices are Military, and Construction. The former can produce powerful weapons, heavy armor, and other tools for warfare, but finding one intact is a once-in-a-lifetime discovery. Even a damaged one is an extraordinary find. Similarly, a Construction Atoma is a huge, high-output system able to manufacture entire buildings or the components to assemble spacecraft. Few Construction Atomas are thought to exist, they were once used to build entirely new settlements and installations.

WEAVING IN PLAY

The only characters who can perform the craft of Weaving are Weavers: such a character will have selected the appropriate Archetype during character creation, which will grant them a Truth of *Weaver*. They will possess a talent specifically empowering them to take actions that involve Weaving.

BASIC WEAVING

The foundation of the craft of Weaving is referred to in game terms as Basic Weaving, and these abilities are available to any character with the talent **The Basics of Weaving.** These may require Skill Tests to perform, particularly if the machine being interacted with is damaged or corrupted in some way.

- Turn a computer system on or off.
- Lock or unlock a door or other sealed compartment. This may require a Skill Test, with the Difficulty determined by how securely locked the door is.

- Activate or deactivate a distinct system attached to the computer system — security and alarms, automated weapons, control of specific machines, etc. This will normally require a Skill Test.
- Communicate directly with an AI or "smart" computer system (your ability to understand responses may be limited)
- Command an Atoma device to produce simple items (non-powered tools, furniture, toys, sports equipment, and similar). This allows you to spend Momentum to produce Supply Points for yourself or allies, spending 1 Momentum from a Skill Test to produce 1 Supply Point worth of junk and salvageable parts (multiple Momentum may be spent).

Mechs and other corrupted AI systems (controlled by the Builder) can be communicated with, but cannot be commanded by a Weaver — the Builder's influence means that they will not acknowledge or accept any commands from anyone else.

COMPLEX WEAVING AND PATTERNS

The abilities that Weavers are most known for are not universal, and they are why Weavers spend much of their lives seeking knowledge.

Complex Weaving relies upon **patterns**, each of which is a combination of words and gestures related to a specific command or creation. These patterns must be learned completely, to a point where the Weaver can perform them accurately and precisely from memory.

But these patterns are rarely found complete. A starting Weaver character begins with 6 **pattern fragments**. Each fragment consists of *either* the words or gestures for a single pattern. These patterns can either be **item patterns**, for Atoma weaving, or **nanogram patterns** for nanogram weaving.

Each pattern, once complete, has an associated Difficulty. When attempting to carry out a complex Weaving action, you must attempt a Skill Test, using the Difficulty of the pattern. Further, even making the attempt requires considerable concentration and mental effort, costing one Spirit; each complication rolled when attempting a complex Weaving action causes you to lose one additional Spirit, as your concentration and mental focus are shaken.

ATOMA WEAVING

One of the most well-known forms of the Weaver's craft is the ability to operate the Atoma devices that litter the ruins of the Old World. Even the most novice Weaver can compel an Atoma to produce an assortment of simple items, but these items are not why a Weaver's skills are valuable.

More complex and valuable items require patterns to produce, with each complete pattern providing the command words and gestures which will cause an Atoma to produce a specific item.

The **item** pattern's Difficulty equals the Tech Level of the item, and some item patterns are restricted to being made by specific types of Atoma device — no matter how accurately you speak the words and perform the gestures, you'll never get a plasma repeater out of a Domestic Atoma.

When determining a random item pattern (or pattern fragment — either the words or the gestures of the complete pattern), use the tables below:

D20 ROLL	ATOMA TYPE
1–10	Domestic Atoma
11–15	Industrial Atoma
16–18	Security Atoma
19–20	Military Atoma

DOMESTIC ATOMA PATTERNS

Domestic Atomas were commonplace throughout residential areas before the War, with single base units feeding output plates in a group of nearby homes — a tower block, or a single neighborhood. Due to their ubiquity, they are the most common form of Atoma to find intact and functional in the ruins.

Domestic Atoma item patterns can be produced by any Atoma device.

D20 ROLL	ITEM
1	Bicycle
2	Binoculars (Tech Level 2)
3	Communicator
4	Data Storage Device
5	First Aid Kit (Tech Level 2)
6	First Aid Kit (Tech Level 3)
7	First Aid Kit (Tech Level 4)
8–10	Food and Water
11	Illuminator
12	Inductive Charger
13	Protective Clothing (Tech Level 2)
14	Protective Clothing (Tech Level 3)
15	Stylus
16	Synth-Rope
17	Toolkit (Tech Level 1)
18	Toolkit (Tech Level 2)
19	Toolkit (Tech Level 3)
20	Weaver Lens

INDUSTRIAL ATOMA PATTERNS

Industrial Atomas were a standard part of factory complexes, commercial districts, and major civic facilities such as hospitals, designed to produce items more robust, resource-intensive, or heavy-duty than are necessary in most cases.

Any Industrial, Security, or Military Atoma can produce items from this list.

D20 ROLL	ITEM
1	Heavy Protective Gear (Tech Level 3)
2	Heavy Protective Gear (Tech Level 4)
3	Bolt Cutters
4	Climbing Gear
5–6	Emergency Trauma Kit
7–8	Fire Suppression Kit
9	Heavy Vehicle Components
10–11	Inductive Charger, Industrial
12	Industrial Plasma Cutter
13	Light Vehicle Components
14	Medical Kit (Tech Level 3)
15	Medical Kit (Tech Level 4)
16	Medium Vehicle Components
17	Nanogram Controller
18	Survival Kit (Tech Level 2)
19	Survival Kit (Tech Level 3)
20	Underwater Breathing Apparatus

These Atomas are useful! There're sooooo meny patterns........

SECURITY ATOMA PATTERNS

Security Atomas were found in police stations and in a number of strategic locations throughout cities. Access to them was highly restricted, due to their ability to manufacture weaponry, and locations containing them were priority targets for Builder-controlled Wakers, meaning that few intact Security Atomas remain.

Any Security or Military Atoma can produce items from this list.

D20 ROLL	ITEM
1	Hunting Pulser
2	Security Pulser
3	Shock Prod
4	Snare Grenades
5	Stun Grenades
6	Repulser Glove
7	Thermal Staff
8	Light Armor (Tech Level 2)
9	Light Armor (Tech Level 3)
10	Combat Armor (Tech Level 3)
11	Combat Armor (Tech Level 4)
12	Binoculars (Tech Level 3)
13	Bypass Kit
14	Covert Cloak
15–16	Hand Scanner
17	Privacy Cloak
18–19	Restraints
20	Surveillance Kit

MILITARY ATOMA PATTERNS

Military Atomas were rare and highly-restricted even before the War, and even fewer have remained intact. Knowledge of their locations is extremely valuable, and obtaining items from them is often a considerable undertaking, but one well worth the risk and effort.

Any Military Atoma can produce items from this list.

D20 ROLL	ITEM
1	Arc Weapon
2	Combat Sword
3	EM Beamer
4	EM Repeater
5	EMP Grenades
6	EMP Mines
7	Fragmentation Grenades
8	Flamethrower
9	Plasma Beamer
10	Plasma Grenades
11	Plasma Mines
12	Plasma Mortar
13	Plasma Repeater
14	Salvo Launcher
15	Thermal Blade
16	Heavy Armor (Roll 1d20: 1–10=Tech Level 3, 11–20=Tech Level 4)
17	Combat Automed
18	Combat Medkit
19	Demolitions Kit
20	Tactical Lens

NANOGRAM WEAVING

Some Weavers — those with the **Nanoweaver** talent — carry a personal Nanogram, which they can manipulate in strange ways using their Weaving abilities. This is called **Nanogram Weaving**.

To use a Nanogram Weaving pattern requires a Skill Test, which varies based on the specific pattern being used. Further, even making the attempt requires considerable concentration and mental effort, and thus costs Spirit as noted above.

On any turn in which a Weaver uses a Nanogram Weaving pattern, their nanogram Genius is rendered inactive, as the nanoswarm that projects it is used for a different purpose. As the Nanogram Controller is a powered device, it can be discharged on any Skill Test to use a Nanogram Weaving pattern, but once discharged, it shuts down as soon as the current effect ends, and then cannot be used again until recharged.

When determining a random Nanogram Pattern (or pattern fragment — either the words or the gestures of the complete pattern), use the tables below:

D20 ROLL	NANOGRAM PATTERN
1	Charge
2–3	Discharge
4–5	Distract
6	Doppelganger
7–8	Guise
9	Glamour
10–11	Grasp
12–13	Interface
14–15	Restrain
16–17	Shield
18	Shock
19–20	Shove

CHARGE [ELECTRIC]

Use this Nanogram Pattern with a **Resolve** (**Operate**) Test, Difficulty 2.

If successful, select a single *powered* item or weapon within a short distance (within your zone in combat). That item is immediately recharged. Once you have recharged an item, you may not recharge that item again during the same day, for safety reasons.

DISCHARGE [ELECTRIC]

Use this Nanogram Pattern with a **Resolve** (**Operate**) Test, Difficulty 1.

If successful, select a single *powered* item or weapon within a short distance (within your zone in combat). That item is immediately depowered, as if it had been discharged, and cannot be used again until it recharges.

DISTRACT [HOLOGRAPHY]

Use this Nanogram Pattern with an **Insight** (**Operate**) Test, Difficulty 1.

If successful, create an image or sound somewhere nearby (within your zone or an adjacent zone in combat). This image or sound is obvious and distracting, adding +1 to the Difficulty of the next Skill Test taken by any enemies in that zone.

DOPPELGANGER [HOLOGRAPHY]

Use this Nanogram Pattern with an **Insight** (**Operate**) Test, Difficulty 2.

If successful, create a hologram of yourself somewhere nearby (within your zone or an adjacent zone in combat). Each time you take an action, you may move this holographic copy of yourself up to one zone and have it appear to take any actions you want (it cannot actually take real actions), and enemies will regard it as they regard you. If attacked, the holographic double vanishes. You may end the effect on your turn, without requiring an action. While this effect lasts, you cannot use any other Nanogram Weaving patterns.

GUISE [HOLOGRAPHY]

Use this Nanogram Pattern with an **Insight (Operate)** Test, Difficulty 2.

If successful, cover yourself in a holographic image resembling another person of similar size and proportions to yourself. If you assume the guise of a specific person, you must be able to see them or have an image of them to copy. This guise will hold up to visual inspection and minor physical contact and can modify your voice (if you attempt to recreate a specific voice, you'll need a recording of their speech). This effect ends instantly if you are attacked, or at the start of any of your turns if you wish to end it. While the effect lasts, you cannot use any other Nanogram Weaving patterns.

GLAMOUR [HOLOGRAPHY]

Use this Nanogram Pattern with an **Insight (Operate)** Test, with a Difficulty set by the GM depending on the effect created.

If successful, create a persistent illusory object somewhere nearby (in combat, within your zone or an adjacent zone). This illusion is a nanogram, appearing as real or unreal as you desire, and able to make sounds and maintain a limited physical presence (touching it gently "feels" real, but it is weightless and cannot support any weight). The size and complexity of the illusion determines the Difficulty — the larger and more complex, the higher Difficulty to create — and the shorter time it can last. The simplest illusions can last hours, while the most complex ones may only last a few seconds, maybe a minute. You may end the illusion at any time (at the start of any of your turns in combat), and you cannot use any other Nanogram Weaving patterns while an illusion is active.

GRASP [KINETIC]

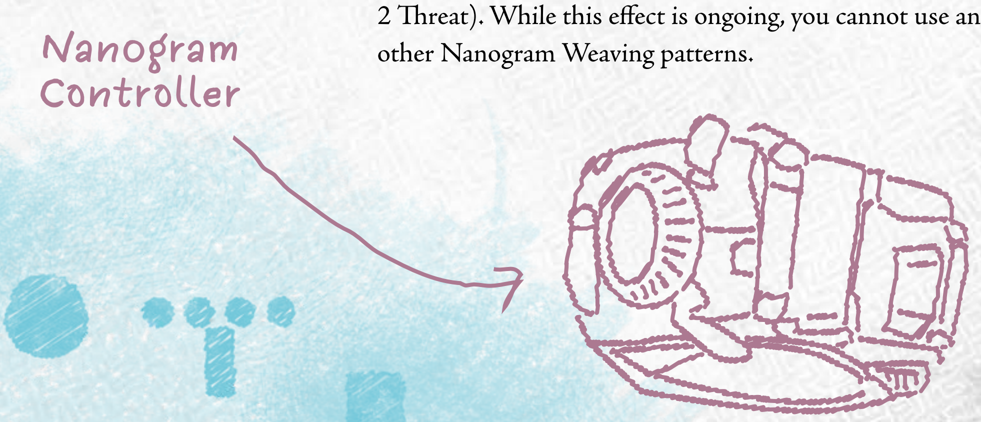
Use this Nanogram Pattern with a **Quickness (Operate)** Test, Difficulty 1.

If successful, choose an object within a short distance (within the same zone in combat), which you could pick up with one hand. You may generate a nanogram field to pick up and move that object as if you were holding it. Fine manipulation is not normally possible, but the GM may permit you to spend Momentum to perform more delicate tasks. This effect cannot produce sufficient force to cause someone harm or restrain a person's movements. This effect lasts for a few seconds or up to a minute (until the start of your next turn in combat).

INTERFACE [ELECTRIC]

Use this Nanogram Pattern with a **Resolve (Operate)** Test, Difficulty 1.

Select a computer system or robot within a short distance (within the same zone in combat). If the computer system is selected is a NPC, it may oppose this Skill Test, turning it into a contest opposed by the NPC's **Resolve (Survive)**. If successful, the nanogram cloud establishes a connection with the computer system, allowing you to communicate directly with it, and operate it remotely. Against a hostile NPC computer or robot, this is counted as an attack, inflicting an Injury of *Controlled*, and with a damage rating equal to your Tech Level and the *breaker* quality. If an enemy has suffered a *Controlled* Injury, you may make **Resolve (Operate)** tests to give commands to that NPC, with a Difficulty set by the GM — simpler orders are always easier. This effect remains until you choose to end it (which you may do at the start of your turn), or if the computer system forces you to disconnect (which may happen with an action from a NPC or by the GM spending 2 Threat). While this effect is ongoing, you cannot use any other Nanogram Weaving patterns.



RESTRAIN [KINETIC]

Use this Nanogram Pattern with a **Quickness** (**Operate**) Test, Difficulty 1.

Select an enemy within a short distance (within the same zone in combat). If the enemy can withstand multiple injuries before defeat, the Difficulty of this action is equal to the number of injuries that enemy can withstand. If successful, the enemy suffers a *restrained* Truth, and cannot move until this Truth is removed. While that Truth is in effect, you cannot use any other Nanogram Weaving patterns.

SHIELD [KINETIC]

Use this Nanogram Pattern with an **Insight** (**Operate**) Test, Difficulty 1.

If successful, create a protective barrier of force fields, highlighted by holographic light. This shield provides a pool of points which you can use to avoid Injuries instead of spending Spirit. When you create this effect, the pool contains points equal to your Operate skill, +1 per Momentum spent. These points cannot be replenished, and you may not use any other Nanogram Weaving patterns while there are one or more points remaining. You may drop the shield, discarding any remaining points and ending the effect, at the start of any of your turns.

SHOCK [ELECTRIC]

Use this Nanogram Pattern with a **Resolve** (**Operate**) Test, Difficulty 1.

If successful, your nanoswarm discharges a potent electrical shock on an enemy nearby (in combat, within your zone). This is counted as an attack; enemies with a reader lens, or otherwise able to see data, can defend against this attack, turning it into a contest opposed by their **Brawn** (**Survive**). If the attack is successful, the target suffers a *shocked* Injury, with a damage rating equal to your Tech Level.

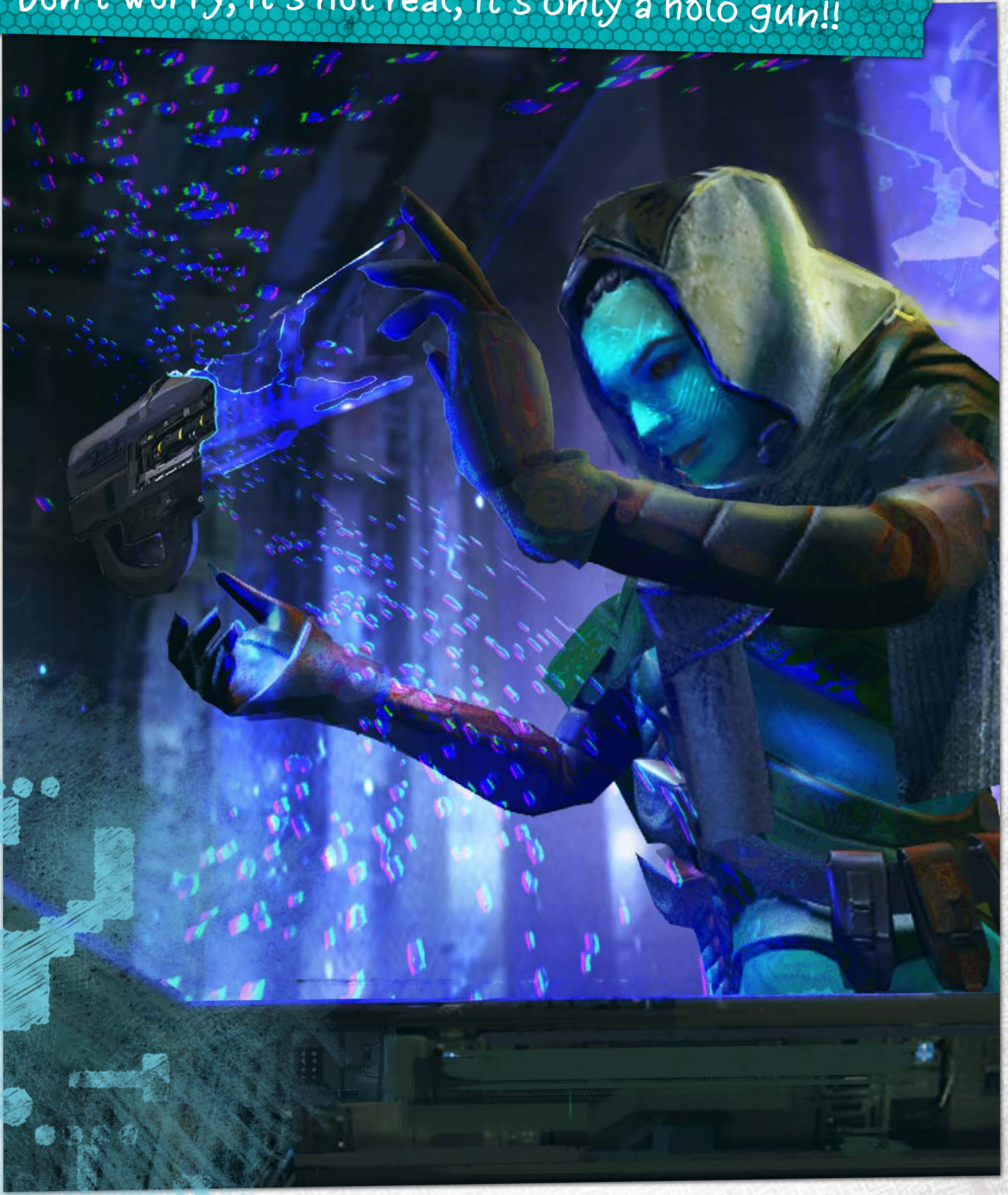
SHOVE [KINETIC]

Use this Nanogram Pattern with a **Quickness** (**Operate**) Test, Difficulty 1.

Select an enemy within a short distance (within the same zone in combat). If the enemy can withstand multiple injuries before defeat, the Difficulty of this action is equal to the number of injuries that enemy can withstand. If successful, the enemy is pushed away and suffers a *knocked prone* Truth, which will hinder them until the end of their next turn. This may have greater effects if the target is in a precarious position.

I think this
could maybe still
hurt you though

Don't worry, it's not real, it's only a holo gun!!



WANDERINGS

The dense forest trees are not easy to traverse when your companion is a large walking machine, but this isn't the worst place Kari has traveled to since she had to leave her village. While her best friend, Abe, is often too wide to fit through the thick, towering trunks, the forest provides cover and plenty to eat. Now that it is summer Kari isn't constantly freezing, even at night the weather stays warm and humid.

There are troubles in the forest, like the prowlcats and manylegs who'd make a meal of Kari if she wasn't perched atop Abe's wide, cylindrical head, but the biggest trouble here is the traps. Her eyes strain as she scans the area. Kari and Abe fell into a trap once before, and if Kari hadn't been there that would have been the end of Abe. The people who came to destroy him, the Dreamers who had set the trap, decided against it when they saw Kari. One kind soul named Zira taught Kari about the ingenious traps Dreamers made, so she has been able to avoid them since.

Sure enough, she spots a large clearing that seems like a good place to rest, but there are no felled trees or stumps. There's a good chance this spot is a pit, it's certainly big enough to consume a Waker.

"Abe, stop." At Kari's command, the mech halts before the clearing. Kari climbs down and approaches, looking for the edge of the fragile covering. There it is. Ferns have been planted to disguise the edges, and the tops of small trees growing within the pit make it look natural. She glances up at the forest canopy to see a net laden with logs, and then follows the tripwire to where it's connected to the pit covering. "This one is nasty, Abe. Better turn around. Must be getting close to a Dreamer community."

While Kari is on the ground, she picks a few budding fern stalks to eat. She crunches on them while looking for other food. This could be just as risky as hunting, since many plants are poisonous and some make Kari feel loopy for hours, but she doesn't like to kill animals. These forest plants are different from those Kari knew growing up, so she looks for the ones she has already tried rather than being adventurous.

"I wish you could tell me what's bad to eat," she says to Abe, who says nothing back. Kari doesn't mind, though; Abe is a good listener. He listens to her more than any human has, and when she was little he played with her when no one else would.

His only reply is some mechanical-sounding tones. She doesn't know what it means, but imagines Abe is saying he wishes he could help, too. Kari continues searching for food, and they find a blackberry bramble — a good thing, mostly, except for the bugs and spiders that tend to hide within. It's worth that unpleasant risk, and Kari directs Abe to come closer to her. He does so, his heavy footsteps growing louder. The container she carries is only half full of berries when something catches her ear.

TINK. TINK TINK.

Kari freezes at the sound. Something is hitting the metal of Abe's exterior. She tries to convince herself it's a curious squirrel, but one of the lights on his arm — both of which have a large gun-like attachment that Kari has yet to see fire — turns an ominous red.

THUNK.

It is a larger rock this time, and the second light of six turns from blue to red. Not a squirrel then. Kari clambers up Abe's leg and then onto his gun arm. "Stop! He won't hurt you! We're just passing through!"

As Kari waits for a reply, she nervously grasps the necklace her grandmother gave her. It's a pendant on a chain — something from the Old World before the Builder turned mean — and her grandmother told her it was a good luck charm handed down for generations. There is no reply but the sound of forest life. The red lights turn back to blue while they wait. Kari decides to try again, "If you're Dreamers, I could use some help knowing what's safe to eat. We aren't from around here."

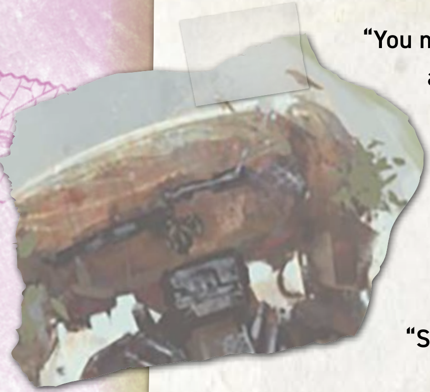
The plea is a long shot, but Kari is used to taking those. People rarely help. Still, each one who did help Kari made it more possible to survive. Her parents had given her all the supplies they could and taught her as much as they knew about survival, but the food only lasted so long and it wasn't always as easy to make a fire as her parents had made it look.

No one answers Kari, so she yells, "We'll go away from here. Just let me fill my container with berries so I don't starve."

"Take what you have and leave." The voice comes from above, closer than expected. Kari looks up into the tangled mess of branches and leaves, but she sees no one.

Abe's not a Waker!

"Fine." She sighs as she climbs farther onto Abe's back.



"You must have a death wish," the nebulous voice says. "Riding a Waker."

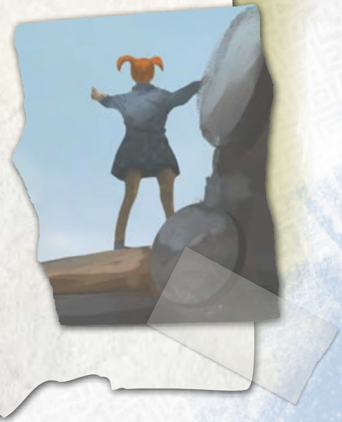
"Abe's not a Waker! Has he done anything awful since you spotted us?" Kari replies. It's not the first time someone has said such a thing, but she has to hand it to this Dreamer who held in their curiosity longer than most.

"Sure looks like a Waker...but he acts weird."

"Have you ever thought it's the Wakers who act weird? Maybe Abe is normal and you're just not used to it." She tried not to be angry, but Abe was everything to her. He had kept her safe this whole time and no one would believe what was right in front of their eyes. "We better go. Any chance you'll at least tell us what way is south from here?"

"To your right. But it's dangerous out—"

"It always is. Abe, this way." Kari points, and Abe moves, his heavy steps crunching through the forest. It's difficult to keep on a straight course, but they do the best they can. There are no traps this way, at least, so they are heading away from the Dreamer community. Kari doesn't know what to expect on the other side of this forest, but she hopes there will be someone there who can help her or knows something about Abe. All she wants is to know why Abe stays awake when Wakers only activate for a day before they power down again. She wants to know why he listens to commands and helps when Wakers only want to kill and destroy.



She hadn't thought this would be so difficult to achieve, but she and Abe draw attention anywhere they go. It's almost always the bad kind. She only wants to ask about Abe, but all anyone has seen so far is a Waker on the verge of attack. While Dreamers always tell them they aren't welcome, Spears, Guardians, and Sentinels always end up hunting Kari and Abe until they leave those groups' territory. The Rivers never talk to Kari, but they seem to spread the news about "a person riding a Waker" that draws all the fighters out. Grabbers seem to know about tech, but they are more interested in selling Abe than learning about him. And Archivists? So far, the few she's found want to take Abe apart to study him, and she won't have that. Surely they can learn all they need to know with Abe still intact.

As night comes, Kari and Abe stop to rest. She has sometimes fallen asleep on Abe while he walks, and that always turned disastrous when she has no idea how far they've gone overnight. It's better to be in one place with fewer surprises.

She eats some berries before setting up her hammock. Abe knows the right width to put his arms, and Kari hangs the hooks on the rod-like forearm beneath the guns. She has wondered for a long time what comes out of those arms, especially since everyone she meets asks.

Kari climbs into the hammock and notices one of the blue lights turns red again. She looks around, heart pounding because there seems to be no reason this time. Then a second one lights, quickly followed by a third. Those lights rarely turned red, and she'd never seen more than two of the six light up. Kari doesn't know what to think of three red lights. The forest is dark. Insects buzz, frogs croak, and some birds caw. She hears nothing dangerous.

A fourth light turns red. Abe begins to walk without direction from Kari, and she scrambles to get out of the hammock that now swings wildly as the mech picks up speed. "Abe! What's wrong? Stop!"

The response is his mechanical language, of course, but Abe only stops long enough for her to get out of the hammock and unhook it. Then he's off again. This has never happened before and Kari's heart races. She has never feared Abe before — and whatever this is, it's too close to fear. Abe picks up speed and trees snap as he plows through. Kari covers her head to avoid the flying branches, all the while yelling for him to stop. Abe still doesn't listen, and there is something frantic in his mechanical responses. While all the naysayers' words race through her mind, she stubbornly refuses to think Abe is bad. Something is wrong, but she will wait to see what it is.

The crashing and cracking stops, but Abe continues to run. Kari uncovers her head to find that the forest has turned into an open plain. She can't see the lay of the land in the dark, but shining lights from a large settlement twinkle in the distance. Some smaller light clusters closer by might be villages or farms, but it's hard to tell.

Normally those would be the biggest of her worries, but something else is much closer. Though she's never seen one moving, Kari knows a Waker when she sees one. The lights from its workings create an ominous constellation that charges across the plain towards a dozen rod-like lights that Kari assumes must be the powerful weapons used by the Spears. Several of those Spears leap onto the Waker, and a flash of light from their weapons blinds Kari for a split second. The Waker is unfazed as it stomps through their formation, and those on it fall to the ground.

Abe stops, grabs Kari around the waist, and sets her on the ground. "Wait, Abe, what are — ?"

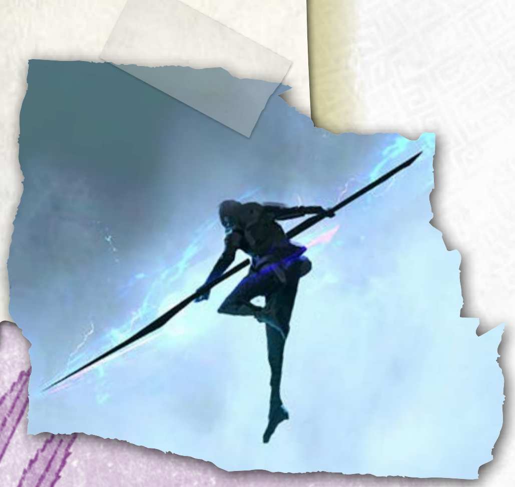
Abe runs right towards this chaos, and Kari only now notices that the six lights on each arm are all burning red.

BOO!

This waker could be dangerous

"Abe! Get back here!" She sprints after him. He's never left her behind like this, and he sure isn't doing whatever this is on his own. There is a whirring sound coming from within Abe that she has never heard before, but it grows harder to hear as he outpaces her.

No one seems to notice Abe's approach, the Spears and Waker are too busy fighting. Details grow clearer for Kari as she runs after her friend. The Waker towers over Abe by at least ten feet, though it's hard to tell because it sprints and jumps as it attacks the Spears. It is vaguely human-like as Abe is — with two legs and two arms and a body-like area but no head or face — but it's much thinner and more lithe than Abe. It could fit through the trees of that forest easily...and as Kari takes in the blade-like arms she begins to wonder if that's what its purpose was. This Waker could cut down those big trees with ease, but it's no longer a tool any human could use. It's a tool of the Builder to destroy people. Are Abe's red lights because of this Waker? Or are all the red lights a sign Abe belongs to the Builder now? Has he been fighting it off this whole time?



ABE!
ABE!
WAKE UP!

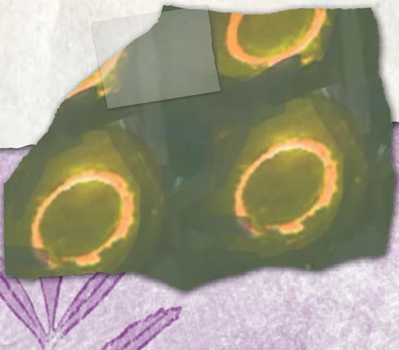
The Spears must have spotted Abe, because they retreat from what they probably think are two Wakers as Abe runs headlong towards the Waker. She thinks he intends to fight it, and she doesn't know if Abe can. The Waker stops chasing the Spears, having just sensed Abe's presence on this wide battlefield. It turns in their direction, and Kari now understands the terror in people's eyes when they see Abe. Though she is still a couple of hundred meters back, she has never felt so fragile. She should have stayed where Abe set her down, but she was worrying about him.

Abe halts, and the whirring sound from within him rises to an ear-piercing level. His arms point at the Waker as it advances on him. Kari wants to look away, but she forces herself to face whatever is about to happen. She wants to know why Abe did this thing that he has never done before — it will be easier to explain to others if she pays attention, even though it's hard to see Abe in such danger.

The Waker lifts its blade-like arm to attack, but Abe sidesteps and the Waker slices into the ground instead. Abe's whirring sound grows even louder, and now the gun-like sections of his arm glow as they split open. Kari's gasps — this light, this form, it's similar to the weapons the Spears carry but on a much larger scale. The Waker leaps into the air, its own glowing blades ready to cut Abe in two, when Abe discharges a bright flash of energy. The force stops Kari in her tracks for a moment, and the booming sound leaves her ears ringing. Her eyes struggle to adjust to the darkness that follows. Everything is silent. The Waker's lights are gone, and its frozen body slams down into Abe with an almighty clatter and smash of screeching metal. Kari sprints forward, worried about her friend. Abe is smaller than the Waker, and he could be damaged. Abe and the Waker are still, more than still. As Kari grows closer, panic sets in because Abe has no lights either. The red ones aren't blue again. There is nothing. He is as still and quiet as when he lived as a statue in her childhood garden.

"Abe!" Kari's voice breaks on the word. "Abe! Wake up!"

She hugs her friend, and as she does a flash of light catches her eye. Abe's lights are back, but they are orange. They've never been orange before. She can hear only the very slightest thrum of power, and Kari doesn't understand. The Waker didn't hit him until they were both powerless, and it was only him that turned back on after a moment. But she's relieved he has power at least, even if he is unresponsive. Scanning Abe for damage, what happened begins to sink in.



Abe stopped the Waker. Kari knows it. He sensed the Waker and came to stop it. “How did you do that? It was amazing, Abe.”

There were none of the usual mechanical sounds in reply.

“You must be charging or something...” Kari will just have to wait there until Abe is at full power again. She doesn’t know how long it will take, but she will defend her friend against anyone she has to until he wakes up. The first she has to worry about are already approaching — the Spears who were fighting the Waker.

Kari climbs up on top of Abe and prepares to argue as best as she can. The Spears will want to destroy Abe even though he just saved them. When they see Kari standing on top of him, they slow their horses and approach cautiously. Kari cannot see their faces in the dark, but she assumes they’re confused.

“These are our kills, Grabber,” says someone who carries a large spear glowing with power. This person’s right leg seems to be metal, and the light from the weapon helps Kari see that their long hair is a honey color, though their skin is a warm brown. “Off you go!”

“I’m not a Grabber! Abe’s my friend,” Kari says. “And you can’t take him apart! He saved you from that Waker — he just needs time to rest and then we’ll be on our way.”

“Saved us?” The Spear seems insulted. The others erupt into a cacophony of conversation. Some laugh and claim she is lost. Others say that the blast of light had to have come from somewhere — but who’s ever seen two Wakers fight? Some say their weapons lost power, too, and perhaps this Waker has a role in that.

“Abe isn’t a Waker!” Kari yells over them. “He’s never harmed a person — and he’s been awake for years. He’s something else. I don’t know what, exactly, but it’s true.”

The same person as before says, “Years? Just how long?”

Everyone quiets, waiting for the answer. Kari says, “Since I was eleven. I’m twelve now. I left my home about a few months ago — I found out people were coming to destroy Abe. My mother gave us supplies so I could keep Abe safe. I gave up everything to protect him. You will not take him now”

This time no one is laughing. Something has changed in the Spears. The one who speaks for the group moves closer with their horse. “I am Tevian Wakecarver, a woman of the Farkeep Spears. What are you called?”

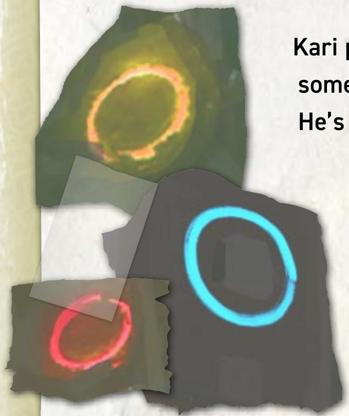
“I am Kari, a girl from the northlands.” She pats Abe’s body. “This is Abe, and I don’t know where he came from before he lived in my garden.”

“It is good to know you.” Tevian shines the spear light over Abe, and Kari can tell this person knows more of machines than most. “Abe doesn’t look like any Waker I’ve fought, I can say that much. I have battled them since I was your age, and I’ve never seen them fight one another. Wakers always hunt humans.”

This is more trust than anyone has ever given Abe, and Kari embraces it. “This is the first time I’ve seen Abe do this. He always listened to me and helped me, but he started running and only stopped to put me down before attacking the Waker. I know he came to stop that Waker, but whatever he did made him need a charge, which he hasn’t done since we started moving.”

“What do you mean by ‘a charge’?” Tevian asks.

Abe needed to charge!



Kari points to the orange lights. “They’re usually blue, sometimes red, but this is the first time they’ve been orange. He’s making a little sound, so I figure he needs to recharge.”

“If that is true...he’s a machine that powered down a Waker without doing the same to himself...” Tevian seems reluctant to believe. “This would change everything, Kari.”

She nods. “I’ve been trying to tell people he’s special.”

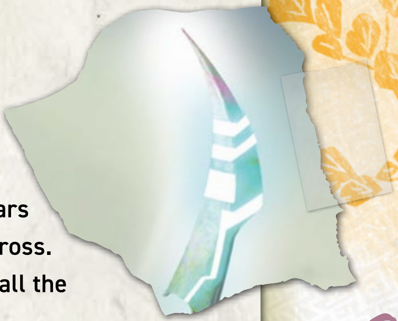
“We must discuss among ourselves what to do. Teyo, my child, will stay with you and Abe while we talk.”

“Yes, mother.” A person near Kari’s age dismounts their horse, while the other Spears canter away about fifty meters. The younger Spear carries a bright blade that looks different to the one their mother carries. It is more curved and has spikes on the other end. Teyo has long hair tied back in a bun, and their smile is warm. “I am Teyo Starglaive, a person from the Farkeep Spears.”

"Starglaive?" Kari pursed her lips for a moment. "I thought your mother said Wakecarver?"

"Ah, yes, that is her spear." Teyo holds up their curved one. "And this is Starglaive. We are known by our spears."

"I see." Kari climbs down from Abe. It seems like these Spears are more reasonable than some of the others she's come across. Of course, they saw what Abe did, and that probably makes all the difference.



And this is
STARGLAIV

"Did you paint all this on Abe?" Teyo is looking over the painted scenes on Abe's exterior. They are in various colors, all now faded, and some are more refined than others based on when she painted them.

"When I was little." Kari's face warmed. It seemed so childish now, and she'd never had anyone point it out before.

"What are they for?"

"Nothing. I just painted them on because he was there in the garden and my parents let me. They're just stories I used to make up." Kari studied Teyo's face for clues to whether this was a good answer or not. She hadn't talked to someone so near her age in a while.

"So you were never scared?" Teyo seems impressed.

Kari shakes her head. "He was just always there — my grandma grew up with him like I did, and her father before that, and so on from when everyone ran from the old cities."

"Your family was brave. Or they knew something about Abe." Teyo looks up at the gun-like thing on Abe's arm. "Most people who paint on machines do it as a dare, or to ward off their waking, or sometimes to celebrate that they still sleep."

Kari thinks about it for a moment. No one in her family ever said they knew what Abe was or what he did, but no one had ever really been afraid of him either. "I don't know if my family once knew what Abe could do, but they didn't know when I left."

Teyo nods. “Fair enough.

The night stretches on as she and Teyo wait for the other Spears, and Kari uses the time to rest now that the adrenaline has worn off. Teyo doesn’t seem to mind that she isn’t conversational, and they keep guard quietly. Finally, the Spears come back, and Teyo rouses Kari. Tevian dismounts and comes to meet Kari. Her prosthetic leg moves seamlessly and with strength, and Kari wants to know how it works.

“We have determined not to dismantle your Abe for the time being,” Tevian says.

Kari raises an eyebrow. “For the time being?”

“If it wakes as you claim, we shall see if it attacks or not. As it is dormant — charging, as you suppose — we cannot confirm that claim yet.” Tevian looks at Abe, and Kari thinks it is with an expression of curiosity rather than outright disgust. “We will leave part of our Cell here to dismantle the Waker and to watch over you and Abe. How long will you wait?”

“Until he wakes up.”

Tevian looks concerned. “Even if that is years?”

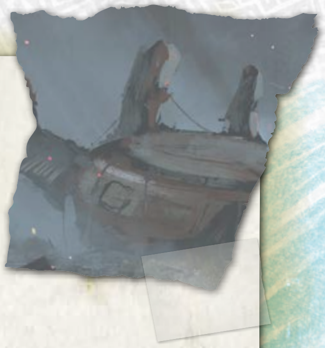
Kari nods. “I will build a house right here if I have to.”

“Well it would not be the worst spot in Hela Marbordo to make a home. Not the best either.” Tevian points towards the largest collection of lights Kari can see in the distance. “Over that way is Santorini. It’s a town of notable size, perched safely on an outcrop. They called us in for the Waker, and they may be concerned about you.”

“They always are.” Kari usually felt understanding for all the fears about Abe, but today there is anger. She’s been right this whole time, and no one would listen.

“I will send someone to report about the Waker. You could also be mentioned...unless you don’t want to be. Either way, they will at least know we are managing the situation.”

“If Abe wakes up soon, I’d rather not be known for now,” Kari admits. “You’re breaking down the Waker anyway, right?”



Tevian nods. "It will take a week with one of this size."

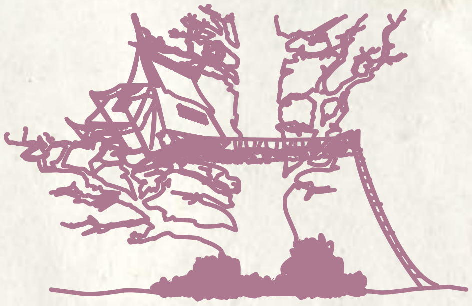
"Maybe after that then."

"Understood." Tevian walks back to the Spears, issuing orders to them in small groups. Some start dismantling the Waker, while others are sent to scout the area. Another pair is instructed to update Santorini and then head to Farkeep to tell the others the interesting news. Tevian and Teyo stay close, watching Abe with spears in hand. Kari takes stock of her supplies. They'll need water to clean off all the mushed berries, but most everything else is alright since Abe set her down before the worst of it.

TRAP!

"You came from the forest, right?" Tevian asks Kari.

She nods.



"Surprised you didn't run into a Dreamer trap — they have quite a large community there called Grenaven. It's up in the trees, rather nice."

"Do they?" The concept makes Kari smile. "I actually did almost run into a trap, but a kind Dreamer once taught me how to spot them. Someone talked to me from the trees yesterday, but I couldn't see them."

"A scout," Tevian says. "They reported the Waker movement to Santorini. Their traps pushed it away from the community, but they could not fell it."

"I see."

"Apparently it was quite a shock for them — it had looked like a dead overgrown tree in the forest before it awoke." Tevian steps closer to Abe. "May I also have a look at your friend?"

"Yes. Touch with your hands, though, not your spear." Kari looks at the magnificent weapon called Wakecarver. It is somehow graceful in its menace, and she can see similarities to the very machines the Spears fight.

Tevian hooks the spear into the holder on her back before approaching Abe. She asks about the paintings like Teyo did, but moves on quickly. "These guns...they feel similar. It is obviously not a spear, but I have seen many of these parts included in our weapons."

Was Abe made to fight the Wakers????

“Really?” Kari’s excitement grows. “I thought the blast of energy seemed similar.”

“It did,” Tevian confirms. “Did you see where or how that happened?”

“His arms split open and released the charge.”

“Will you show me from where?”

“Sure!” Kari shows Tevian and explains everything she saw, and Tevian helps Kari see the different components and how they align with some pieces on Wakecarver and Teyo’s Starglaive. This information about Abe is a treasure to Kari, and she’s grateful these Spears are willing to share their knowledge.

Tevian stares at Abe in awe. “I have seen no machine like this…it’s almost as if…”

“What?” Kari prods. It doesn’t seem like Tevian wants to commit to an answer, but Kari will take any guess from someone with more expertise.

Tevian takes a deep breath. “It feels preposterous to say, but it’s like Abe was made to fight Wakers. If I hadn’t just seen Abe turn off a Waker, I’d never dare say that. I have never heard of such a thing. Not even a tale from the most fanciful storyteller.”

Kari hopes Tevian is right. Even the possibility excites her. “If that is the case, do you think there are others? Do you know anyone who might know?”

“I can’t say,” Tevian admits. “It’s hard enough to guess at this as it is.”

Kari accepts this. “I hope he doesn’t take years to charge. He was in our garden for decades…it can’t take that long, can it?”

Teyo jumps in, “Did he have the orange lights then?”

“No.” Kari takes that in. “So he woke up somehow, and now he keeps staying on somehow, but this charging thing is new. I guess I won’t know until he’s done.”

“We’ll watch over you and Abe for now at least,” Tevian says. “Maybe he’ll be up before we get the Waker taken apart.”

Over the next few hours, a camp forms around the Waker. The Spears are hard at work dismantling their quarry, and Kari learns anything they will teach as she watches them break off pieces with their weapons. She is tired, but it's hard to rest with such work going on around her. Before long, the sun begins to rise over the mountains and she sees the area past the forest for the first time.

"The ocean." Rolling hills cascade down to a massive bay that sparkles in the sun.

"First time seeing it?" Teyo asks.

Kari nods.

"That outcrop there is Santorini." They point to a narrow strip of land that juts into the bay. "We are much farther south along the coast. You can't see it from here. But our horses are very fast, so — "

THRRRRRUUUMMMMMMM

Kari freezes as the familiar thrumming sound grows louder. As Abe rights himself, the parts of the Waker still on top of him screech in protest. The Spears assume fighting positions, alarmed by the sudden movement, but Abe is as unaggressive as ever. He turns towards Kari, and his familiar mechanical speech fills the air.

Kari runs over and hugs Abe's leg. "You're back! You were amazing, Abe!"

"Look at that..." Teyo whispers in awe.

The other Spears also begin to talk amongst themselves. They are all shocked that Abe has not lashed out in any way, and the longer he remains himself the more the Spears relax. Tevian looks him over now that he stands, and there is a hopeful smile on her face. "I would say this is a dream, but I don't have enough imagination to conjure this."

"I'm just glad he's back," Kari admits. "I didn't think it would be so fast."

"You think Abe could help us take apart the Waker?" Teyo asks.

“Maybe. He can understand and follow commands,” Kari says. “What do you need help with?”

“Pulling off the armor is the hardest part,” Tevian says.

“Abe, can you remove the armor from that Waker?” Kari asks him.

He replies in his mechanical tones and moves toward the Waker’s nearest limb. Grabbing a plate of the armor, he pulls it off with relative ease.

“Nice job!” Kari can’t quite place the feeling, but it’s something akin to pride. Seeing Abe help others like she always imagined he could is satisfying. “Maybe it won’t take you too long to dismantle this one with his help.”

“Indeed.” Tevian looks on with wonder. “Would you be interested in visiting our home? I would like our community to know of Abe. If there are others like him...well, everyone should know how he looks.”

“That would be great.” Kari thrums with excitement. This is a new beginning; she is sure of it.

With Abe’s help, it only takes a couple of days for the Spears to dismantle the Waker. During that time Kari gets to know her new friends. It turns out Tevian is a kind woman despite her position and commanding presence, and Teyo is friendly and curious. These Spears are more interested in Kari’s tales than anyone has ever been. Tevian shows Kari some of the good plants in the forest and helps perfect her fire starting in case she is ever in a colder climate. Teyo shows her how to make a fishing pole if she wants to fish. The Spears say the local Dreamers taught them these things long ago in exchange for help with Wakers.

When the Spears are not working, they sit around the fire and ask Kari questions about Abe and the places they’ve been and how they have survived so long. It has been years since Kari has talked this much, and her voice grows hoarse. She began to believe she would never connect to people again, but there is something here amongst these Spears that feels warm and safe. Maybe because they now know Abe is different. They may not have seen it up close like Kari, but they still know. They are the first other people to accept the truth. Kari isn’t alone in that anymore.

More than that, she now knows more about what Abe is for — his job is to stop Wakers. Someone had made him to do that long, long ago. And she can’t wait to find out even more about him.

QUICK REFERENCE

TESTS

A Test involves rolling 2 or more 2d20s. Players can add additional dice to the Test by spending Spirit. Each die that rolls equal to or lower than the Attribute being rolled against is a success; each die that rolls equal to or lower than the Skill used for that Test scores *two* successes instead. If the number of successes rolled is equal to or higher than the Difficulty of the Test, the Test is passed. Each additional success adds 1 Momentum to the group pool. Each roll of a natural 20 causes a complication.

TEST DIFFICULTIES

0 - Simple

1 - Routine

2 - Average

3 - Challenging

4 - Difficult

5 - Daunting

COMPLICATION RANGES

The complication range can never be increased to more than five.

COMPLICATION RANGE	COMPLICATIONS OCCUR ON...
1	20
2	19, 20
3	18, 19, 20
4	17, 18, 19, 20
5	16, 17, 18, 19, 20

TYPES OF EXHAUSTION

Characters become exhausted when their Spirit reaches 0. Choose which type of exhaustion your character is suffering. They automatically fail Tests related to the chosen attribute, and all other Tests suffer a +1 penalty. An exhausted character cannot regain Spirit by spending Momentum or adding to Threat.

Weary characters shut down their **Might** attribute.

Breathless characters shut down their **Quickness** attribute.

Confused characters shut down their **Insight** attribute.

Despairing characters shut down their **Resolve** attribute.

RESTING

Characters can regain Spirit by eating, or by resting. There are three types of Rest.

Breather: A Breather takes a couple of minutes. Each character regains 2 Spirit by taking a Breather.

Break: A Break takes at least half an hour. Each character regains 4 Spirit by taking a Break.

Bed: Bed is a full rest, taking several hours, and usually requiring the character to sleep. Each character regains 6 Spirit by going to Bed.

TYPES OF TRUTHS

- A **location** Truth is some fact or detail about the location itself, for example, dense forest or abandoned road.
- A **situation** Truth describes something that is happening in the scene, for example, bustling crowds or heavy fog.
- A **personal** Truth describes the nature or state of a character or creature, for example good mood, or the species of the character.
- An **equipment** Truth describe a single item, object, or tool, such as a spear or a flashlight.

COMMON USES FOR MOMENTUM

The following uses for Momentum are always available:

- **Second Wind:** You can use Momentum to restore up to three lost Spirit (to yourself or to a single ally who can see and hear you) after a successful Test. Restoring one point of Spirit costs 1 Momentum, restoring 2 costs 3 Momentum, and restoring 3 costs 6 Momentum.
- **Create Truth:** You can use Momentum to add, remove, or change facts about a scene. Spending 2 Momentum establishes a new Truth, or changes or removes a Truth that already exists. This change must relate to the Test you've just succeeded at, and it should be something that could reasonably have been achieved by the character.
- **Ask a Question:** You can spend Momentum to ask the gamemaster a question about the scene, or something in the scene. The gamemaster will answer according to what your character would be able to perceive or deduce in that situation; the GM may give an answer of "you don't know", but if they do, the Momentum spent is returned immediately. Otherwise, the answer must be truthful, but might not be complete, and it may be somewhat cryptic. Each question costs 1 Momentum, and you can choose to ask one question, get the answer, and then decide if you want to buy additional questions.
- **Damage:** When you succeed at an attack (see **Chapter 4: Conflict Page 79**), you may increase the damage rating of the Injury you inflict by +1 for each Momentum you spend.
- **Reduce Time:** If the action you've taken would take a long time to complete, you may spend Momentum to reduce how long it takes. As a rule of thumb, 2 Momentum will halve the amount of time an action would take to complete.
- **Follow-Up:** after succeeding at a Test, you may spend 2 Momentum to immediately attempt another action before any other character can attempt to act or respond. If a Test is required as part of this action, then the Difficulty is increased by +1. You cannot use follow-up twice in a row: the extra action cannot be used to get you another extra action.

SPENDING THREAT

The gamemaster may add to Threat in the following ways:

- **Threatening Circumstances:** The environment or circumstances of a new scene may be threatening or perilous enough to warrant adding one or two Threat to the pool automatically. Similarly, some NPCs may generate Threat simply by arriving, in response to changes in the situation, or by taking certain actions. This also includes activities that escalate the tensions of the scene, such as a dormant machine awakening, threatening to awaken others nearby.
- **Non-Player Character Momentum:** NPCs with unspent Momentum cannot save it as PCs can: NPCs don't have a group Momentum pool. Instead, an NPC may spend Momentum to add to Threat, adding one Threat for every Momentum they spend.

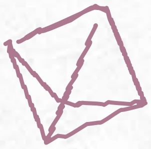
In return, the gamemaster can spend Threat in several common ways:

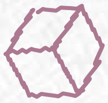
- **Non-Player Character Spirit and Momentum:** The Threat pool serves as a mirror for the players' group Momentum pool, and the individual player characters' Spirit. Thus, NPCs may use Threat in all the ways that player characters use group Momentum or their own Spirit.
- **Non-Player Character Threat Spends:** On any action or choice where a player character would normally add one or more points to Threat, an NPC performing that same action or making that same choice must spend an equivalent number of points of Threat.
- **Non-Player Character Complications:** If an NPC suffers a complication, the gamemaster may buy off that complication by spending two Threat.
- **Complication:** The gamemaster may create a negative Truth by spending two Threat. This must come naturally from some part of the current situation.
- **Reinforcements:** The gamemaster may bring in additional NPCs during a scene. Normal NPCs cost one Threat each. Note that this does not apply to NPCs present at the start of the scene, only additional NPCs who arrive while the scene is playing out, and there must be some logical reason why those reinforcements have arrived and where they've come from.
- **Environmental Effects and Narrative Changes:** The gamemaster may trigger or cause problems with the scene or environment by spending Threat.

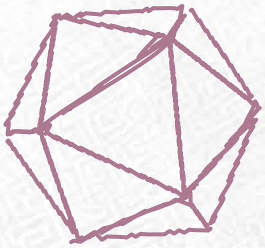
SPENDING SPIRIT

There are a few ways in which Spirit can be spent:

- **Add a die:** When you attempt a Skill Test, you may spend Spirit to buy up to three additional d20s before you roll. Each d20 costs 1 Spirit.
- **Re-roll a die:** When you attempt a Skill Test, after you've rolled, you may spend 1 Spirit to re-roll a single d20.
- **Avoid Injury:** When you suffer an Injury or some negative consequence, you may spend Spirit to avoid that Injury, with more serious injuries costing more Spirit to avoid.







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DREAMS AND MACHINES

NAME

PRONOUNS

ATTRIBUTES

MIGHT	QUICKNESS	INSIGHT	RESOLVE

SPIRIT POOL

CURR.	MAX

COIN

TECH LEVEL	SUPPLY POINTS	GROWTH

SKILLS

- FIGHT
- MOVE
- OPERATE
- SNEAK
- STUDY
- SURVIVE
- TALK

CHARACTER TRUTHS

ORIGIN

ARCHETYPE

TEMPERAMENT

TALENTS

GOALS

SHORT-TERM

LONG-TERM

BONDS

HARMS

ARCHETYPE GOAL

EXHAUSTION

ATTITUDE

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EQUIPMENT

WEAPONS

NAME	TECH	TYPE	DAMAGE	QUALITIES

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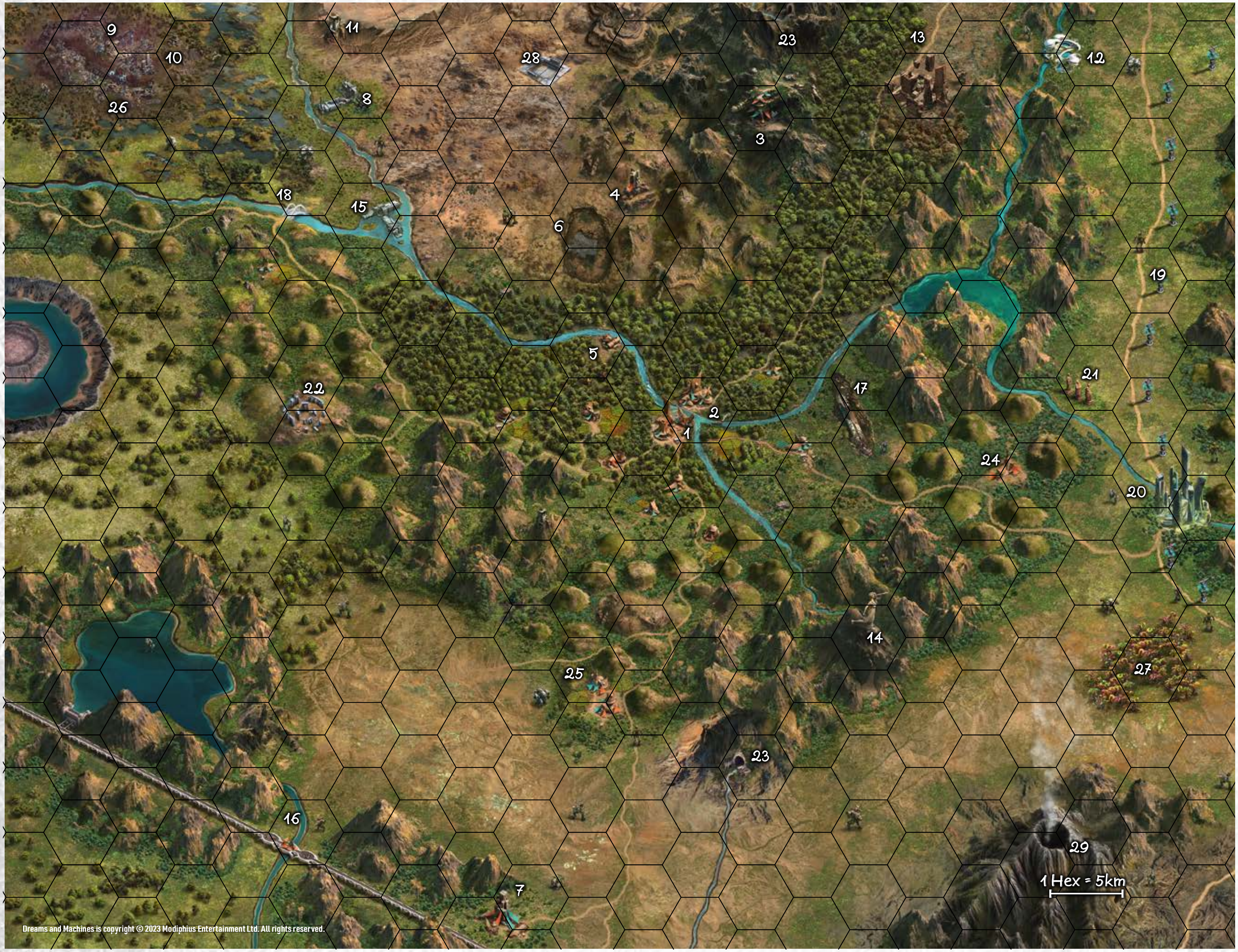

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The Region of Regis-Kasteel

1: New Mossgrove
2: Callisto's Lodge
3: Elion Hill
4: Padrol Tower
5: Apidae Homestead
6: Dead Lake
7: Deepwoods Archive
8: Ruined medical lab
9: Nuked city of Kasteel
10: Nanographic Pavilion
11: Ruined tower
12: Ruined apartments
13: Manufacturing Plant
14: Spyglass Statue
15: Flooded vehicle depot
16: The Viaduct Dreamers
17: Exposed Vacuum Tubes
18: Poseidon's Bridge
19: Energy Pylons
20: The city of Sanktejo
21: The Field of Poets
22: Antikva Henge
23: The Canal Tunnel
24: Printempo Settlement
25: Soleco Camp
26: The city underbelly
27: Akriti herding grounds
28: Hell's Gate
29: The Refuge

EVERA PRIME WAS ONCE A PARADISE

WHAT WILL YOU MAKE IT?

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